
N64 MAGAZINE
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Games! Release dates! Specs! Everything you need to know inside…
EXCLUSIVE SHOTS…
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POKÉMON STADIUM 3 p8
MARIO PARTY 3 p10
ANIMAL FOREST p18
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REVIEWED!
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THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG!

N64 MAGAZINE

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Telephone: 01225 442244

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Editor	Andrea Ball
Deputy Editor	Mark Green
Production Editor	Steve Jalim
Art Editor	Justin Webb
Deputy Art Editor	Paul Edwards
Reviews Editor	Martin Kitts
Staff Writers	Alan Maddrell & Geraint Evans
Contributors	Katherine Lane-Simms, Kai Woods
Advertising Manager	Ian Jones Tel: 01225 442244
International licensing enquiries	Chris Power Tel: 01225 442244 Fax: 01225 446019 Email: chris.power@futurenet.co.uk
Group Production Manager	Judith Green
Production Manager	Lou Reffell
Production Co-ordinator	Emily Moss
Print Services Co-ordinator	Matthew Eglinton
Print Services Manager	Matthew Parker
Promotions Manager	Gil Stevenson
Marketing and Product Management	Beth Hardy
PR & Publicity	Bronwyn Stubbs
Publisher	Nick Stevens
Group Publisher	Rob Price

Fax (editorial) 01225 732341
Fax (advertising) 01225 732282
E-mail n64@futurenet.co.uk

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Chairman Chris Anderson
Chief Executive Greg Ingham
Finance Director Ian Linkins
Tel +44 1225 442244
www.thefuturenetwork.plc.uk
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Next issue on sale Tuesday 24th October
To find out why it's going to be fantastic, jump to p112

WELCOME TO N64 MAGAZINE

At 116 pages N64 MAGAZINE is Britain's biggest and best-selling Nintendo mag; and here's why

- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- We won't give anything our coveted 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful, we'll say so.

Don't be fooled by feeble imitations!

The future's square!

It's been a pretty special month. Mark witnessed the unveiling of Gamecube at Nintendo's Spaceworld show in Japan (and admitted he nearly wet himself with excitement); Martin actually *played Mario Kart* on the Game Boy Advance at the the ECTS games show in London (and then boasted endlessly about beating the other three players); and we were all lucky enough to witness Shigsy, sing, dance and play air guitar along to the demo of *Meowth's Party* on Gamecube. How we giggled…

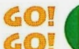
Finally then, after months of waiting, Nintendo have revealed their next-gen machines. Read what we've learnt so far, starting on page 28.

It's not been a shabby month for the N64 either. We managed to get our mitts on a UK copy of *Mario Tennis* – find out why it's the N64's greatest sports game on page 50 – and Nintendo unveiled a pile of new games, including the superb-looking *Sin and Punishment* – previewed on page six.

Oh, and before I run out of space, a big hello to any Nintendo World readers joining us this month. **N64** has merged with its sister mag, so you can expect our Nintendo coverage to be even better than ever. Enjoy!

Andrea Ball
EDITOR

Just look what we've got for you this month!





THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

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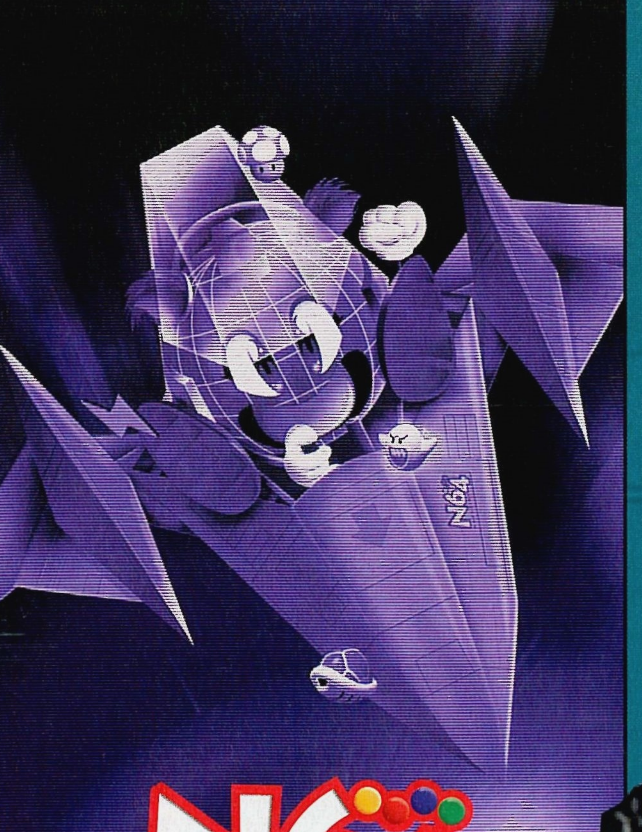


FUTURE LOOK

Your first look at the *BIG* new N64 games!

Starts on page 6





N64 MAGAZINE FUTURE LOOK

Your first look at the *BIG* new N64 games!

this month

WANT MORE NEW GAMES?

Check out the Coming Soon section of Planet 64 on page 18! GO! GO!





The waves of swarming enemies drop to the ground after a bit.





Big hits buy you time and health – but don't get too near to the explosion, now.



Some of the baddies are simply colossal.

SIN PU



Trust Treasure to pull off some truly gorgeous – and fast-paced – side-scrolling sections.

INFO BURST

SIN AND PUNISHMENT	
FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	Oct

ANTICIPATION RATING



Or *Tsumi to Batsu: Chikyu no keishou sha* to the Japanese. This surprise shoot-'em-up from Treasure – the team behind *Go! Go! Troublemakers* – doesn't have a confirmed English title yet, and there's no guarantee it'll even make it to the UK. But after playing it at Spaceworld, we're praying to the God of every known religion that it does.

At first, *Sin and Punishment* seems like a clone of *Jet Force Gemini*, with the two main characters – Saki and Airan, both a year or two away from their 16th birthdays – scampering around just in front of the camera with weapons poised. But every level brings a fresh style of play: scrolling towards you at eye-watering speed, à la *Lylat Wars*; swinging the camera to the side for a slice of 2D blasting; throwing shield-wielding cops onto the screen in a direct rip-off of Namco's *Time Crisis*; and engaging you in spectacular one-on-one swordplay.



There's no telling where the camera will sit for each new level.

The big bangs top Lylat Wars'.



The crosshairs work like Perfect Dark's – they won't do quite all the work for you.

Static screenshots can't convey exactly how eye-poppingly speedy Sin and Punishment becomes.



You're stuck here until all three are dead.

Several hundred hits will see off this snake-thing.

Mutated humans with pincers for hands – these freaks must die.

This swooping flying lift made us feel quite sick.

Saki and co. make their way towards the train station. Top stuff.

AND NISHMENT

shooting star

Most of what comes over *S and P*'s horizon simply defies belief. The first level's collection of flying locusts, oversized mosquitoes and train-sized tunnelling snakes offers some of the best visuals on the N64. But then, impossibly, it gets *better*.

Waves of bugs adopt V-formations as they scream through the sky, bizarre human-insect hybrids are crushed beneath destructible masonry, and, before long, the girls' bizarre ship takes to the seas, motoring past gigantic ocean liners that launch scores of skittering laser-spitting aliens.

VISUALS *The first level... offers some of the best visuals on the N64. But then, impossibly, it gets better.*

Nintendo have saved their best, though, for the gigantic mid and end-of-level bosses. At the end of level one, as the impossibly detailed Saki runs through a magnificent golden field of corn, a grotesque snake rises miles into the sky, and spits moths that swarm in *JFG*-style formations towards the screen. There's never a hint of slowdown, despite dozens of enemies on-screen and some spectacular medium-res visuals – we were agog at the way light and clouds reflect off skyscraper windows, and dying bosses fill the sky with multicoloured fireworks.

Special mention must go to the between-level cut-scenes, too. With hints of the old Saturday-morning animé extravaganza Battle of the Planets, Saki and Airan's efforts to conquer the evil, genetically-modified Lufian race are rendered with very un-Nintendo-like adult styling – including blood splattering against a clock radio to represent the murder of the mysterious 'Achi' at the beginning of the game.

Coming on the same size cart as *Zelda: Ocarina of Time*, there's plainly much, much more to *Sin and Punishment* that we didn't catch sight of in the version we played at Spaceworld – including a two-player co-operative mode and four-player deathmatch. Nintendo are clearly keen on reminding gamers of the primitive thrills that come with simply holding down fire and watching the kills rack up. Let's just hope they feel the need to teach that lesson to UK N64 owners, too.

TO BE CONTINUED... Plenty more on *Sin and Punishment* in **N64**/48.

LATEST SHOTS FROM THE AWESOME NEW STADIUM UPDATE!

POKÉMON GOLD/



After seeing some choice titbits over the past few months we've been itching to get our hands on a copy of this latest N64 Pokémon update. Spaceworld seemed like the prime opportunity for such a treat but sadly, first hand contact with the new *Pokémon Stadium* was cruelly denied. We were, however, able to get an extensive look at *Stadium* in action, both in the many competitions being held throughout Spaceworld and the gameplay footage being shown during the event.

For starters we're looking at almost twice as many monsters to train and battle – a massive 251 in total. Each Pokémon has a multitude of excellent attack animations and the on-screen action is slicker than ever, giving the whole package a very polished sheen.

The most noticable change, though, is the enhanced transition between the offensive Pokémon's attacks and the defending Pokémon's reaction. One of the major gripes we had with the first *Pokémon Stadium* was that it never felt as though your carefully nurtured critters were really going at it. Although you *still* don't see any actual physical contact between the combatants, *Pokémon Stadium G/S* does make an attempt to iron this out. The added animations and near-seamless footage lend far more fluidity to the on-screen action and promise to make the battles far more involving than before.

Add to this a ridiculous array of downright twisted moves, a clutch of hilarious minigames and a wealth of tweakable options and hidden extras, and you're looking at quite a meaty package indeed.

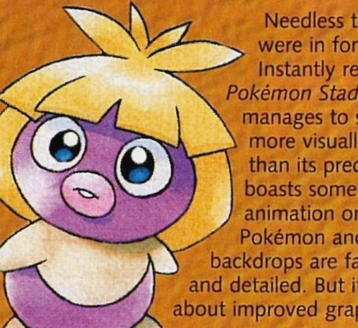


Yan Yan and Bakufan square off in a packed arena. Cripes!

Lugia's the fellow from Pokémon Gold/Silver's intro sequence.

VISUALS

...it boasts some incredible animation on the Pokémon and the backdrops are far more varied and detailed.



Needless to say we were in for a real treat. Instantly recognisable as *Pokémon Stadium*, it still manages to shock. Even more visually spectacular than its predecessor, it boasts some incredible animation on the Pokémon and the backdrops are far more varied and detailed. But it's not all just about improved graphics.

Pokémon Stadium Gold/Silver may simply update an old formula, but rest assured, when used in conjunction with its multiple Game Boy counterparts, it'll be a formidable breed 'n' battle strategy masterpiece, and a game that we are *very* eager to get our hands on.



That'll be Matai, flapping his wings like the flippy-flappy water monster he is. Go Matai!

Here's hoping Bakufan's collar of flaming embers helps him overcome his opponent's HP advantage.

Gasp! It's Serebii – officially the world's rarest Pokémon. And at level 100, this teensy green fairy will be all but unbeatable.

INFO BURST

POKÉMON STADIUM GOLD/SILVER	
FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	No
TRANSFER PAK:	Yes

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	Dec

ANTICIPATION RATING



That'll be Entei – the main star of the third Pokémon movie.

Roar! Waninoko's giant gob looks fantastic in 3D.

As oversize red-feathered firey birds go, Hou Hou just can't be beaten.

Fill your virtual room by satisfying certain conditions in Gold/Silver.

Ringuma's kindly painted a target on his chest.

Counting Pokémon isn't easy at these speeds.

Super Sprint, Pokémon-style, in one of the game's many minigames.

STADIUM SILVER

monster bunch

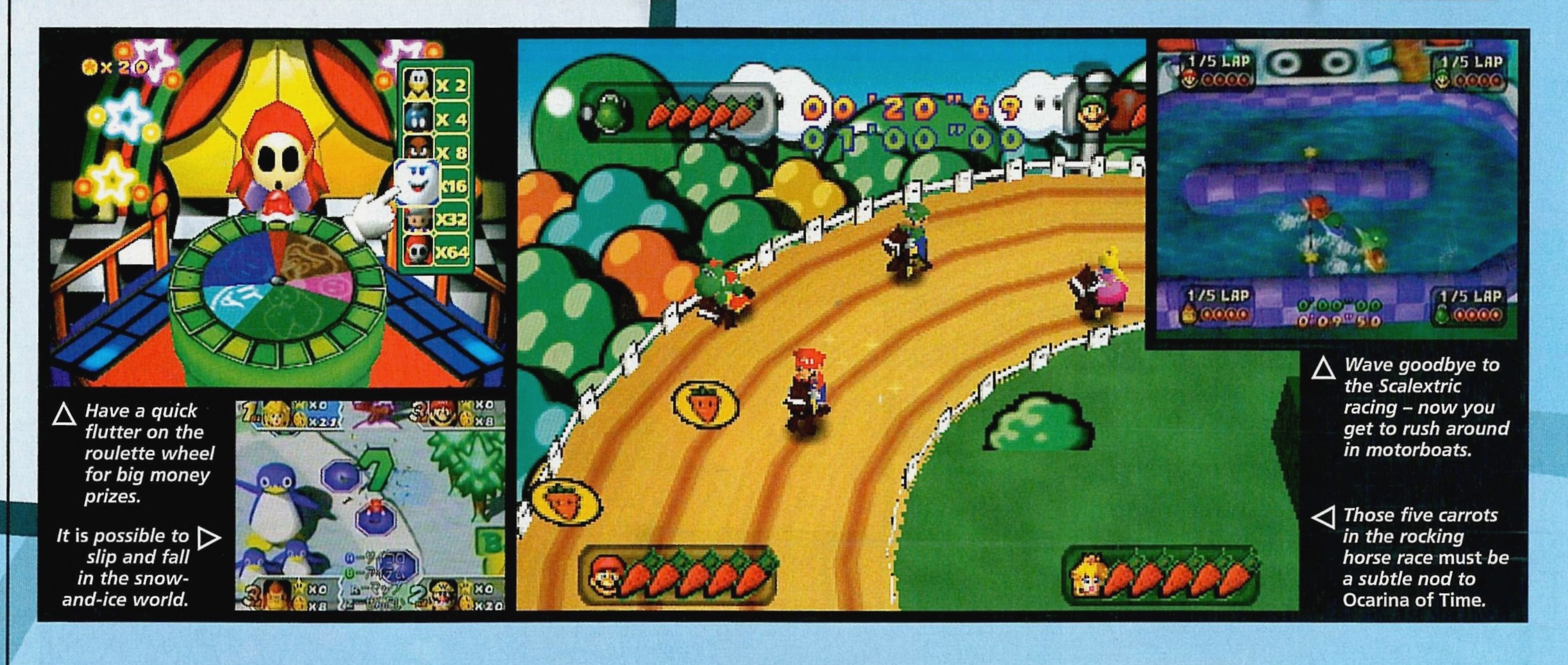
Sonansu says, "Yesss! I'm a Pokémon!" Moments before getting beaten to a pulp.

Arigeitsu doesn't stand a chance against Hatsamu's mighty claws.

With 800 HP between them, these two will be battling for some time.

TO BE CONTINUED... More on this Pokémon update next month.

FIRST SHOTS OF NINTY'S NEW PARTY GAME!



△ Have a quick flutter on the roulette wheel for big money prizes.

It is possible to slip and fall in the snow-and-ice world. ▷

△ Wave goodbye to the Scalextric racing – now you get to rush around in motorboats.

◁ Those five carrots in the rocking horse race must be a subtle nod to Ocarina of Time.

MARIO PARTY 3

board silly

INFO BURST

MARIO PARTY 3

FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	Dec

ANTICIPATION RATING

With a shake of their bulging sleeves, Nintendo surprised Spaceworld visitors with a pot pourri of previously unseen N64 games. *Mario Party 3*, though, was in a league of its own – with queues to play the game rarely shorter than one-and-a-quarter hours long, Hudson have *another* guaranteed winner on their hands.

At first, *Mario Party 3* seems to do nothing but carry out a faultless impersonation of its two prequels. The basic dice-rolling and board game-style play is unaltered, the characters that pop up to help and hinder the four participants' star-collecting antics are the same Boos, Koopas and Toads as before, and there's still the chance to play a one to four-player game at the end of every round. Even the 70-or-so minigames themselves – which Nintendo boasted as being 'all totally new' in the Spaceworld brochure – are mostly subtly altered versions of games from *Mario Party* and *Mario Party 2*.

LIFESPAN ***...hour after hour of comfortingly familiar multiplayer minigame madness.***

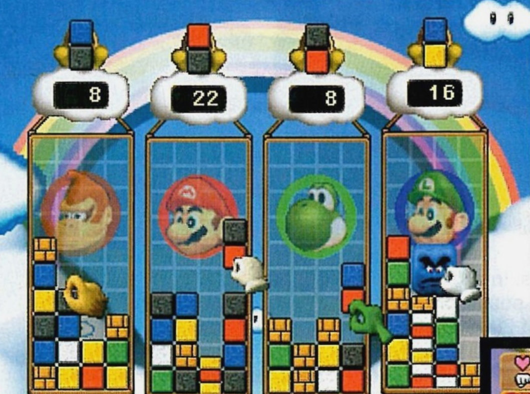
There *are* differences though. Hudson have tidied up the visuals – occasional bursts of animation give the worlds a far less 'frozen' feel than in the previous two *Mario Party* games – and ten new boards include a midnight forest populated with neon trees, a fish and octopus-filled underwater lair, and a *Super Mario 64*-style wintry wonderland complete with snowmen, penguins and the inevitable return of slippy-slidey ice floes. Most surprising, though, are some new additions to the cast – Daisy and Waluigi from *Mario Tennis* fame, join the six regular characters, and there's a curious little chap with a dice for a hat who's ousted Toad from his usual job of handing out the stars and explaining the rules before each action-packed minigame.



We played this mini-game four times, but we never worked out quite what was going on.

In Mario Party 2, it was cake-making – now, teams of two chop logs against the clock. Mint.

Make like Tarzan across the swinging vines or risk losing a batch of coins.



Having to use the hand-shaped cursors makes this version of Columns an absolute nightmare.

Leap about to avoid getting scalded by the burning ring of fire.



Choose from Toads, Whomps and Bow-wows as your buddies in Mario Party 3's co-op mode.



Bashing like a loon at the A button is the only way to avoid being gobbled by this giant gob. Yoshi is failing miserably.

As for those 'all-new' minigames, unoriginal they may be, but every one raises an ear-to-ear smile. Whether you're chomping your way through a colossal pizza in search of treasure, negotiating a watery course on the back of a spinning shark-shaped vessel, parachuting from the sky while weaving left and right to avoid falling hammers or hammering at A and B to charge up a rocket destined for the stars, *Mario Party 3* offers unrivalled multiplayer fun, with intuitive controls that allowed even three-year-old Spaceworld visitors to beat us senseless. And, to be fair, Hudson *have* thrown in the odd truly unique *Mario Party* moment, including a third-person firing range, and a brilliant battle to avoid a spinning Koopa shell on a slab of ice.

You'll find many more additions as you delve deeper into the game, including a co-operative 'Dual Tag' mode that gives poorer party-goers a fighting chance, and a batch of 'Action Time' minigames that have you swimming away from colossal mouths or bashing a snowman to bits. But *Mario Party 3*'s main purpose in life is to bring you hour after hour of comfortingly familiar multiplayer minigame madness – and if you get the chance to hammer Waluigi on the head in the process, so much the better.

TO BE CONTINUED... We'll have much more on this in the coming months...

Next-generation Nintendo

At last! New consoles revealed at Spaceworld 2000.

Nintendo have finally given the world its first glimpse of Gamecube, the successor to the N64. The unveiling took place at the company's annual Spaceworld show in Tokyo, where The Big N also revealed the Game Boy Advance in playable form, *and* a wealth of new N64 and Game Boy games.

Gamecube – the final name for the machine previously dubbed 'Project Dolphin' – was presented in a packed Matsuri Messe exhibition hall in Tokyo, just prior to the Spaceworld show itself kicking off. After introducing the machine, Nintendo showed a one-minute video of Gamecube demos, including footage of *Zelda*, *Wave Race*, *Metroid* and *Luigi's Mansion*. Following that, Shigeru Miyamoto himself demonstrated the console's bewildering power with interactive images of Pokémon parties, belching ghosts, and 128 Marios running about, rolling, falling, hauling boxes and waving at the camera.

The staggering visuals were greeted with rapturous applause from the gobsmacked audience, but the warmest welcome was saved for Nintendo's assurance that Gamecube was created solely for the purpose of playing videogames. In a speech carefully crafted to pour scorn on Sony's marketing of PlayStation 2 as an all-purpose 'multimedia machine', Nintendo promised, "the Gamecube focuses on gameplay. It is the ultimate TV games machine, and will give birth to a new kind of entertainment".

Nintendo were also keen to stress how gently their new console treats developers. "Gamecube is the first of its kind," they claimed. "Instead of going for the highest possible performance, which does not contribute to software development, our aim has been to create a developer-friendly machine that maintains above-standard capabilities." With complex games demanding more money and time from developers, and many coders

Finally – 'Project Dolphin' is revealed. Gorgeous, eh?

The punters came in their droves to see a wealth of N64 games, including Mario Party 3.

The glittering delights that greeted us at the entrance to Spaceworld.



I WANT IT NOW!

When you can get your fingers on the future.

MOBILE ADAPTOR GB			GAME BOY ADVANCE			GAMECUBE		
Japan	US	UK	Japan	US	UK	Japan	US	UK
Dec 14	TBA	TBA	Mar 21	July	July	July	Oct 2001	TBA



POKÉ WATCH

HOLY POKÉMON!

Pokémon... gets thumbs-up from the Pope.

While most people over the age of 40 are convinced that Pokémon is the embodiment of capitalist evil, it seems that Pikachu and chums have some unlikely fans. The Pope – no less – and his pals in the Vatican are all *for* Pokémon, and happily promote the little critters on their Italian television channel, SAT2000. A spokesperson for the channel endorsed the cartoon, explaining that it had "no moral side-effects" and encouraged children's "imagination and inventiveness". Well there's a turn-up for the books...

POKÉ KIPPING KIT

Pokémon... puts you to sleep

No self-respecting Pokélover's collection could be complete without the obligatory bed-linen set. After all, we've seen Star Wars emblazoned on our sheets, Transformers, and even My Little Pony. This collection is designed to send you into a deep, fulfilling slumber, but, as much as we like it, we'd strongly recommend you switch off any ultraviolet-emitting apparatus before turning the normal lights off. In the wrong hands that Mewtwo pillow could cause severe retinal damage.



MEW 2

Sectioned away in one corner of Spaceworld, behind a forest of fake palm trees, 24 Pokémon machines were busy downloading the 251st Pokémon to visitors' *Pokémon Gold/Silver* carts. Little Serebii wasn't available to just anyone, though – only holders of special certificates, of which Nintendo raffled 10,000 prior to the show, could gain entry to the hallowed download area. At first, uptake was fairly slow – but, by the end of the show's first day, our sneaky vantage point on a second-floor balcony revealed scores of beaming youngsters walking away with the rarest Pokémon of all. Top stuff.

AND THE REST...

The Spaceworld games we didn't have room to squeeze in elsewhere.



Custom Robo v2 (N64)
More frantic robot-battling from Marigul, this time featuring a four-player tag-team tournament and some eye-dazzling special effects.



Wonder Dungeon 2 (N64)
A bizarre takey-turney trek through randomly-generated dungeons. Nintendo promise some intriguing castle-building strategy action.

Disney Dance Revolution (N64)
Jump up and down on a special plug-in plastic mat in Konami's dance-'em-up. Simplistic animation, but some toe-tapping tunes.

Legend of Stafi (GBC)
A 'fun marine action game' starring Prince Stafi, a small golden star who swims and spins his way through a world of underwater wonders.



Pokémon Puzzle League (GBC)
A colourful clone of the N64 version, itself based heavily on old SNES puzzler *Tetris Attack*. Fun, fast, and filled with new Pokémon.

Monster Tactics (GBC)
A series of turn-based battles in dank dungeons, the twist being that you can only see a small part of the maze in front of you. Tense.

suffering at the hands of the stubborn PlayStation 2, Nintendo believe that the industry needs an easy-to-use console to prevent "the collapse of the game business".

With Gamecube's sheer power sending showgoers into a daze, Nintendo's other new console – Game Boy Advance – took something of a back seat at the pre-Spaceworld event. But the successor to Game Boy Color came into its own over the following three days, with 140 playable machines giving members of the public the chance to cast their eyes over the console's elegant, silvery form, and get a taste of the next generation of handheld entertainment for themselves.

Amongst ten playable games, the 30%-complete *Mario Kart Advance* best demonstrated the potential of GBA's 32-bit chipset, hi-res widescreen display, and dual shoulder buttons, pitting groups of showgoers against each other with the aid of Advance's four-player link-up lead. And Nintendo were once again promising an easy life for developers. "Programmers can create games with the kind of depth that everyone will want to experience," said Atsushi Asada, Nintendo's Executive Vice President.

Despite all the excitement over Nintendo's next generation, N64 and Game Boy Color weren't left behind. *Sin and Punishment* – a shoot-em-up from developers Treasure that combined elements of *Lylat Wars*, *Jet Force Gemini* and the Namco coin-op *Time Crisis* – stole the main show on N64, while *Pokémon Crystal* made its first appearance on Game Boy. A rejigged version of *Pokémon Gold/Silver*, *Crystal* allows link-up battles over the Internet using Nintendo's new Mobile System GB, and features a rejigged storyline and new additions to the cast.

After tiring themselves out spouting off about Gamecube, and wary of rival developers stealing the ideas they've got lined-up for the console's five launch games, Nintendo have crawled back into their shell. They've promised, though, that the first batch of Gamecube software will be shown at next year's E3 show in Los Angeles, held on May 17th. Here's hoping that someone invents a time machine *very* soon...

MORE FROM SPACEWORLD!

We test the **N64** line-up on p6 and p18.

Game Boy games played on p38.

Much more on **Gamecube** starting on p28.

In-depth **Game Boy Advance** info on p32 and p36.

SHOW-STOPPER

How Nintendo revealed Gamecube to the world...

***1** With coloured lights dancing, a metal cupboard was wheeled on by two men in embarrassing costumes.*



***2** As though part of some sinister David Copperfield-style magic show, the box was then spun slowly around.*



***3** Next, a huge fireworks show, and a blast of dry ice that suffocated the entire front row.*



***4** Five women dressed like carpenters from the 22nd Century then strode out, wielding Gamecube itself.*

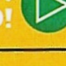



***5** After some poorly-choreographed strutting, the party of five held Gamecube aloft for all to gawp at.*



***6** As the group posed moodily, the Gamecube logo was left dancing on the giant monitor. Crikey!*





GO! GO!

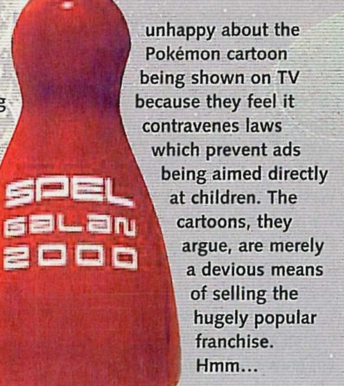




POKÉSPLIT

Pokémon... gets mixed reaction in Sweden

While Pokémon scooped a gong at the first-ever Swedish Games Awards in Stockholm recently – with the Game Boy Color incarnation winning a Peoples' Choice award – elsewhere in the country the little monsters have been getting a bit of a grilling. Swedish governing bodies are unhappy about the Pokémon cartoon being shown on TV because they feel it contravenes laws which prevent ads being aimed directly at children. The cartoons, they argue, are merely a devious means of selling the hugely popular franchise. Hmm...



HOW YOU SAY 'PEE-ICK-AH-CHOO!'?

Pokémon... don't understand us

For those of you eager to get your hands on the voice-recognition curiosity that is *Hey you, Pikachu!*, the bad news is that you may have to wait a little longer. The problem is that the little yellow rat is having a bit of trouble understanding our funny accents. Translation for the UK version is proving mighty tricky, with Pika completely oblivious to classic phrases like 'Oi mate! Where's me bleedin' custard creams?' and 'I can see me chips, petal, but there's nowt in the way of gravy!' We'll keep you posted.



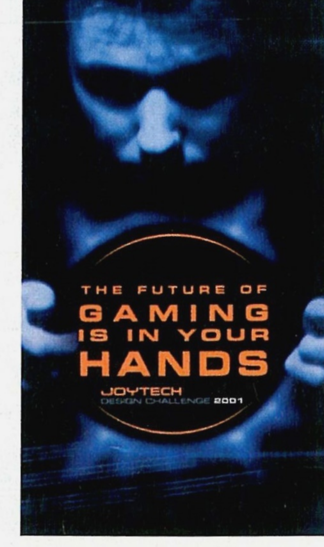
Joytech Design Challenge 2001

The future of gaming is in your hands! Apparently.

Actually, unless you're Shigsy himself, we doubt it, but either way Joytech – purveyors of an assortment of gaming peripherals – are still supplying all you Product Design student-types out there with one monster of an opportunity! The lucky winner will not only get the chance to see their very own design manufactured in Hong Kong, they'll also earn the opportunity to spend a whole year working with the best design bods in the industry, sponsored by Joytech.

So, what do you need to do? Well, first of all, the competition's only open to full-time degree students taking Product Design at a UK college or university. If that's you, Joytech want you to have a go at designing a new gaming peripheral for the next-generation game consoles – Gamecube, PS2 and X-Box. It could be anything, from a joypad or steering wheel to a light gun.

If you think you've got what it takes then scoot down to your nearest Electronics Boutique or GAME store for more details. Or ask your course tutor. Or give the Design Challenge Hotline a tinkle on 0845 601 2294. Applications to enter *must* be in by the 13th of October. You then get until 6th April 2001 to complete your 2D and 3D design concepts. Good luck!



Product Design student? Fancy a crack at a console peripheral of the future? Joytech's challenge is right on the button.

UK Console Championship Update



The Bond carnage continues...

Well folks, if you haven't registered for the regional heats by now then you're out of luck. By the time you read this, the final heat in London will have been completed, and the Console Challenge final itself will be close enough to frag with a combat knife... Er... actually, that's a lie – it will have been fragged to completion, but sadly, because we can't see into the future, you'll have to wait until next month to find out the winner.

In the meantime, however, we've managed to weed out four more bloodthirsty competitors from a particularly vicious couple of heats. After a series of fierce, one-on-one deathmatches, the Scottish crown went to Richard Barrington-Hill from the West Midlands, with Greg Newton from Bridge of Weir coming a close second.

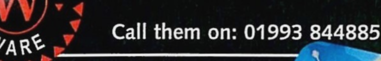
In the Northern heat, at the Hilton National in Leeds, Jason Egginton from Driffield was just pipped to the post by the winner, Robert McGinty from Stamford. Well done all.

Andy Mee, Gameplay's Sales and Marketing Director, commented that "the level of skill and lightning-fast reactions that every player exhibited was fantastic... the winners from Glasgow and Leeds, who all go on to compete in the national finals in September, should be very proud; they're a competitive lot and the other finalists will certainly have their work cut out to beat them".

We couldn't agree more, and you can bet your bloodstained tuxedo we'll be there at Live 2000, at Earls Court, on September 23rd to witness the grand final of this **N64**-sponsored Bond-a-thon...

Northern heat winner Robert McGinty (left), with runner-up Jason Egginton.

NEW GOODS





PIKACHU BACKPACK

Golden Bear Products • The High Street • £19.99

No matter how hard we try, we can't help going all gooey over these large fluffy yellow objects – and this li'l beauty is no exception. Okay, so Pika does look like he's the UK's primary pie consumer in this particular guise, but with those inimitable cheeky features, who cares? And, no matter where you're heading, he'll make a worthy and reliable carrier of your Kit-Kats and Ribena. We may question the ethics of sticking two nylon straps to the poor fella's head and butt-cheeks, but by the look on his little face, he seems to like it – so who are we to argue? Worth a look.

85%

POKÉMON COLLECTORS FILE

Funfax • The High Street • £5.99 for organiser, £2.50 each for additional sections

Love Pokémon, but just too damn disorganised to cope with the mayhem of everyday existence? Well, you could come and work for us or, alternatively, you could sort your life out with this handy Filofax-style item. It's a pretty robust little fella, and our one was chock full of all the usual stuff – a year-planner, diary and calendar – plus a whole pile of Pokémon goodness: stickers, monster profiles, full Pokémon listings for you to colour in, and some quizzes, puzzles and games to keep you occupied. When the year's up, you can chuck everything inside away and keep the tasty binder for your own stuff. We reckon this is a winner.

88%



POKÉMON GAME BOY COLOR CARRY-CASE

Planet Distribution • The High Street • £7.99

There's little worse than scuffing your GBC's screen on the playground railings, or dropping your coveted Pokémon trading cards into a vat of peanut butter, but thanks to those helpful chaps and lasses at Planet Distribution, such woes will no longer be an issue. Simply slot your handheld baby into this wonderfully kitsch lime green and purple polyester case and weep no more. Not only is it slimline and compact, but it's strong enough to keep your GBC, eight carts and other assorted Pokémon goodies – including those trading cards – safe from harm. Oh, and it's got a tasty little embroidered Pika on the main compartment. Result.

83%

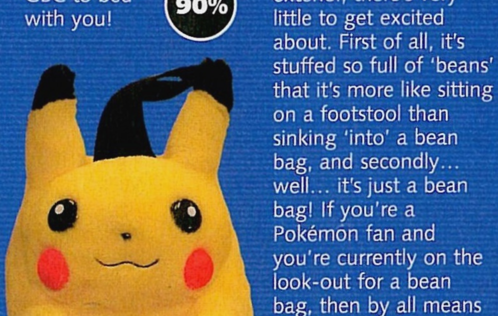
PIKACHU GAME BOY CARRY CASE

Golden Bear Products • The High Street • £14.99

From the same people who brought you the excellent Pikachu backpack on the far left comes the equally cute Game Boy case. Almost identical to its bigger brother – apart from the size of course – it's yellow and fluffy, with a detachable back. Once open, there's a wealth of plastic pockets for you to hide your goodies in. Seal him back up and you've not only protected your precious Game Boy from harm, but you've made it infinitely more cuddly!!! More reason then ever to take your GBC to bed with you!

90%





POKÉMON BEAN BAG

Zapp Ltd • Argos • £16.75

There's not a great deal that we can say about this bag o' beans, really. It's basically just a bean bag, albeit a rather small one, and despite the assortment of Pokémon and the Pokéballs adorning its exterior, there's very little to get excited about. First of all, it's stuffed so full of 'beans' that it's more like sitting on a footstool than sinking 'into' a bean bag, and secondly… well… it's just a bean bag! If you're a Pokémon fan and you're currently on the look-out for a bean bag, then by all means indulge yourself, if not, you may as well just forget about it.

75%

POKÉMON STUNT KITE

Gunther • The High Street • £6.99

If you're anything like us, kite flying generally involves two mates legging it around a muddy field, dragging a sorry piece of plastic around in the filth. This, of course, culminates in a stream of profanities and copious amounts of panting, followed by a sulky trek home, still cursing the aforementioned piece of plastic which is now sitting, buckled and ripped to shreds, in a ditch. So it's all the more surprising to see this Pika stunt kite take to the skies. For one, it's easy to assemble and, more to the point, it actually works – and quite well at that. After just a few attempts, the dual-handled control will have you effortlessly spinning and whirling the cheeky yellow rodent. Surprisingly good quality and surprisingly good fun.

85%

WIN! A FLYING PIKA!

Fancy getting your hands on a Pika-adorned kite? First card out of the hat bearing the correct answer gets it!

Who hung a metal key from a kite in a storm to prove lightning's electrical nature?

a) Michael Faraday
b) Benjamin Franklin
c) Albert Einstein

Send your answer on a postcard or sealed-down envelope to:
"Let's go fly a kite" Competition,
N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.
Entries to reach us no later than 24th October.



GO! GO!

POKÉFOREVER

Pokémon... won't go away

Like Mumm-ra in the Thundercats cartoon, Pokémon just doesn't want to die. In fact, if anything, it's growing into a cash-making mutant, devouring all the competition. Despite the usual 'just a fad' comments, revenue reaped from Ash and his gaggle of Poképals was up a massive 220% during the holiday season in the United States – that's double last year's figures. Even with the behemoth that is Sony in the ring, Pokémon won five of the top ten places in this year's overall game charts, earning it the title of "Overall Licence of The Year" as judged by America's Licensing Industry Merchandisers' Association at its annual conference in New York City.

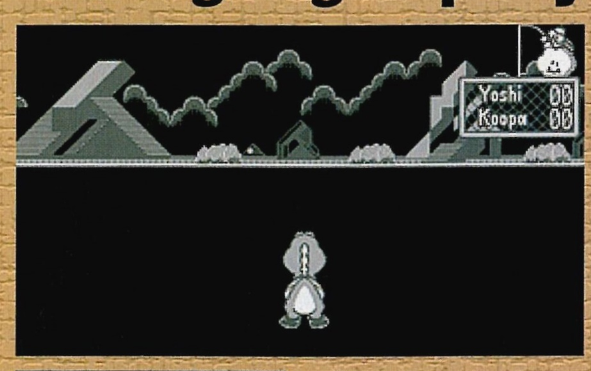
POKÉVIRUS

Pokémon... make our computers sick

Not content with encouraging violence in small children, Pika's now messing about with key configuration files in PCs! This particular Pika is a virus, spread via email, in a message labelled 'Pikachu Pokémon'. Once opened, a bouncing Pika is unleashed onto your screen, while the virus busies itself destroying various programs and files on your hard disk. There's no need to panic just yet though – so far the messages have mainly cropped up in the US, leaving Japanese and European systems largely unaffected.

RETROWORLD

We're going to party like it's 1989.



MARIO'S TENNIS

Nintendo, 1995

The name's about as similar to the N64's *Mario Tennis* as can be, but this Virtual Boy launch game was ever so subtly different.

The Virtual Boy's eerily skeletal pad allowed you an impressive degree of control over your chosen funster, and you could vary your serves, swerve the ball, lob, volley, smash and generally perform a lot of the foe-fooling antics possible in *Mario Tennis*. It was very easy to pick up, too. Unfortunately you couldn't perform slices or drop shots, but there was still enough variety to make for some entertaining matches.

The 3D effect of the Virtual Boy really came into its own here. In a major overhaul from the NES tennis offering, the Virtual Boy's much-lauded 3D capability enhanced gameplay no end – moving 'into' and 'out of' the screen allowed players to opt either for baseline trickery or some right-up-by-the-net blasting.

Naturally, the cast is made up of Shigsy's favourite son plus a number of his famous cohorts. Koopa, Donkey Kong Jr. and Princess Toadstool all had their own characteristics, including different racquet sizes. In a rare moment of lunacy, Luigi was a better character to play, since he was identical to Mario except for being that little bit faster.

A quirk of the N64's *Mario Tennis* is the fact that Mario is the umpire, even if he's simultaneously on the court. Lakitu took the role in the Virtual Boy version, but is now relegated to the task of being a net judge and taking close-up shots of the characters at dramatic moments in the game.

A major drawback for *Mario's Tennis* was the fact that Nintendo never released the link cable that would have made two-player virtual reality tennis a virtual reality. Shame, since the multiplayer is clearly the best aspect of Nintendo's upcoming master stroke.

With the N64 *Mario Tennis* just a couple of short months away for us here in Blighty, it's worth remembering that the gameplay finesse it exhibits so shamelessly has undergone years of refinement since *Smash Tennis* on the SNES.

FORMULA ONE

Mastertronic, 1984

With the world's most photo-realistic F1 sims knocking about, we thought it would be worthwhile to remind you of the good old days, when a few lines on your telly were as good as it got. Microprose (featuring Ste Pickford, now a Zed Two bod) are now owned by Hasbro, but released this Speccie gem when they walked like giants among games publishers.

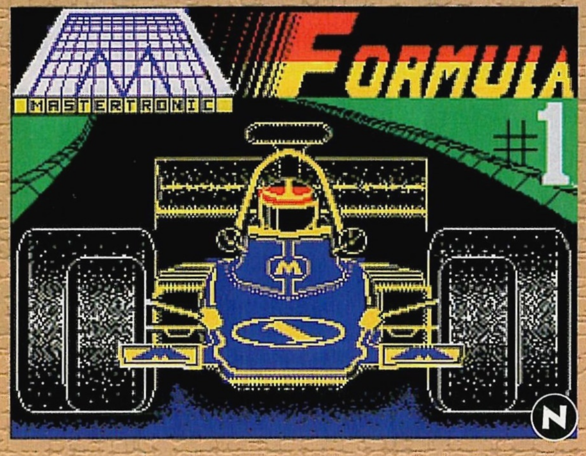
Formula One is to be given serious credit for simulating the actual curves and twists of ten of the world's most famous circuits. An optional manual gearbox was also one of the more adventurous features. However, fans of the modern driving game may be let down by the utter omission of any other cars at all on the tracks. As a result, all 'races' were simply time trials with varying degrees of pressure placed on your performance. Not until considerably later in the day would we see nudging and drag races take their place on our screens.

Similarly, you'd be laughed at if you expected to see any realistic damage effects until years later. Head off the road and the screen would flash black and white for a while. Persist in your off-roading activities and some plain text would inform you that you'd crashed. It was pretty easy to avoid this type of scenario: simply hit the brakes and turn hard. No squealing or sliding worries, thankfully.

Sounds a bit unrealistic? *Formula One* was one of the relatively rare games that boosted its realism by letting you use a steering wheel. If you didn't own one of these ludicrously pricey and under-used add-ons, you could still plug in the trusty joystick, keeping a couple of fingers on the keyboard for accelerating or changing gears.

Nevertheless, this game provided many hours' worth of nail-biting driving, being one of the first proper attempts at transferring the high-octane thrills and spills of Formula One onto the humble home computer.

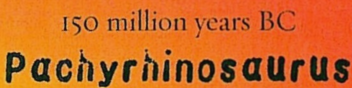






150 million years BC

Allosaurus





2000 AD

Arminsideasaurus Suri

2000 AD

Glovepuppetus Aladar

Recently discovered by a team of explorers from Robinsons, Aladar the terribly friendly Iguanodon and Suri his chattering chum.
These two life like, plastic hand puppets with sound effects are yours for only £4.99 each plus two caps from any Robinsons promotional pack.
Now you can relive Disney's Dinosaur while relishing the most fruitisaurus drinks since time began.

Hand puppets from Robinsons. The greatest offer in 150 million years.

ROBINSONS™



DINOSAUR® is in cinemas nationwide from 13.10.00
www.disney.co.uk/dinosaur

COMING SOON

Updating you on the N64 games of the future

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

Q & A

So what do you actually have to *do*?
We're not entirely sure, it seems like a bit of a free-roamer. You can get a job, go fishing and do favours for the different folk you come across, and you can also raise pets, chop down trees, collect cards… the list goes on – and we suspect we've only scratched the surface.

What's the 'communication' bit all about then?
So far, it works on two levels. Character interaction within your own village is the primary factor, forming friendships and picking your route through the game through your own choices. Secondly, you can save your character to a Controller Pak, take it to a mate's house and talk to the people and collect the items in their game. The different choices they've made will mean their village has evolved differently.



INFO BURST

ANIMAL FOREST	
FROM:	Nintendo
CART SIZE:	TBA
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	No
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	Feb

ANTICIPATION RATING: 5/5

Animal Forest

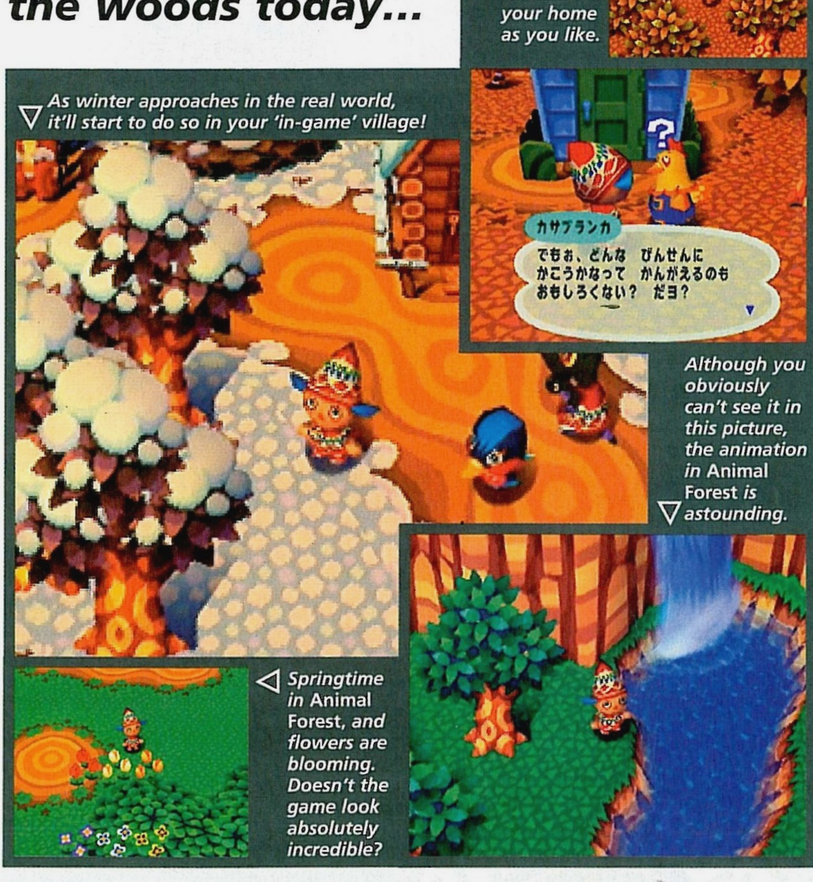
If you go down to the woods today…

Now here's a pleasant surprise. In fact, on witnessing this intriguing title at Spaceworld, we were positively gobsmacked. You see, *Animal Forest* is an absolute beauty – the screenshots you see here really don't do the game justice. To fully appreciate how great this looks you really need to see it in motion because the animation throughout is absolutely incredible.

Animal Forest is Miyamoto's much vaunted 'Communication Game', where, a little like *Harvest Moon*, the emphasis lies on talking to the inhabitants of the villages, forming friendships, and interacting with the diverse range of creatures you encounter.

Curiously enough, all these events take place in real time – in other words, if its 9pm on a Sunday morning in September in your own home, then that's what time it is in the actual game. Which means that your progression through the game follows the same pace as your own existence… interesting.

Certainly the most intriguing game at Spaceworld, and quite possibly the title that will quietly emerge as one of Nintendo's crowning achievements, this looks very promising indeed. As soon as we learn any more about *Animal Forest*, we'll be passing the info right on to you.



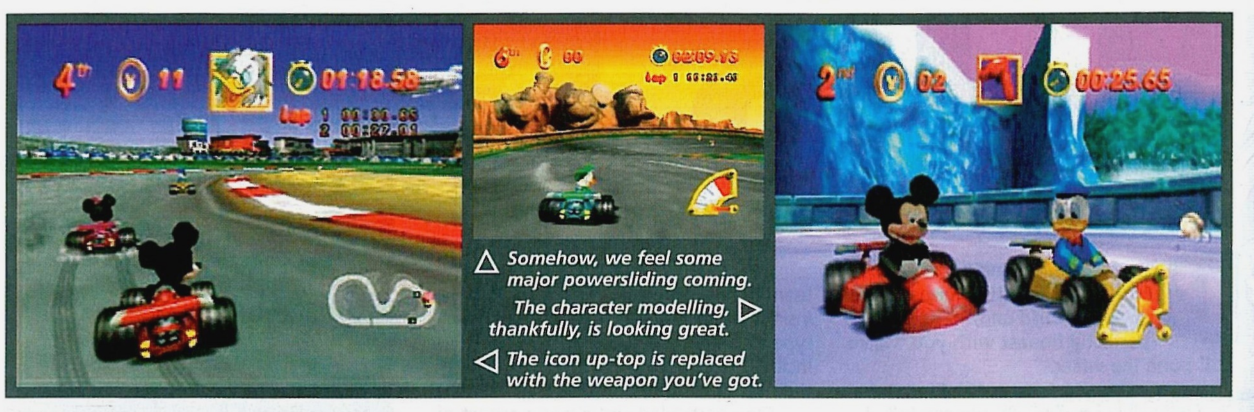
The items you collect can be used to furnish your home as you like.

As winter approaches in the real world, it'll start to do so in your 'in-game' village!

Although you obviously can't see it in this picture, the animation in Animal Forest is astounding.

Springtime in Animal Forest, and flowers are blooming. Doesn't the game look absolutely incredible?





△ Somehow, we feel some major powersliding coming.

The character modelling, thankfully, is looking great. ▷

◁ The icon up-top is replaced with the weapon you've got.

Mickey's Speedway

Rare and Disney attempt the art of kart.

According to the release schedules, Rare's *MK*-beater should be hitting the shelves in November. Whether this turns out to be the case remains to be seen, but whatever happens, it should be worth the wait.

When we first heard that Rare were tied into a long series of Disney games, we weren't exactly ecstatic, but after taking a closer look at this fun-packed driver, we've been forced to reconsider.

In terms of handling, *Mickey's Speedway USA* is much closer to the SNES *Mario Kart* than to *Diddy Kong Racing*. When we had a go at Spaceworld, we were pleased to discover that when a character runs into a disaster, namely a wad of noodles or a baseball bat, he – or she – will curse the player who inflicted it on them. With Disney voice artists contributing between 40 and 60 lines of dialogue each, this works out rather nicely.

In terms of the multiplayer, there are now four deathmatch arenas in which to sort out your disputes and, if a player is consistently underperforming, he'll receive a boost in the form of more devastating power-ups to employ.

But it was the graphics that *really* impressed us – just have a look at the detail in Mount Rushmore. The stunning visuals are thrown about the place as if there were no hardware constraints at all.

Similarly, the gameplay's quite tasty too. Aside from the different handling qualities of the characters, if you set the game on its hardest difficulty, the old drift technique comes into its own. Rare have clearly taken lessons from *Mickey*'s forebears: pressing R takes you into a powerslide, and you also have to collect coins in the same way you gathered bananas in *Diddy Kong Racing*.

It looks like this big-hitting collaboration will almost certainly pay off. Watch this space. 



◁ *"Why does it always rain on me?" Shut up!*

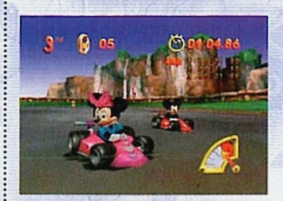
The sense of speed you get is frankly ace. ▽

△ *Standard four-person karting. All very familiar.*

◁ *We think this is Pete, the villain of the piece. Boo!*

Q & A

What weapons are there?
There's a mix of DKR's and Mario Kart's weapons. A simple boost, the baseball, a green oil slick, a shield, extra coins or some noodles. You don't find out what you've got, though, until you press a button.

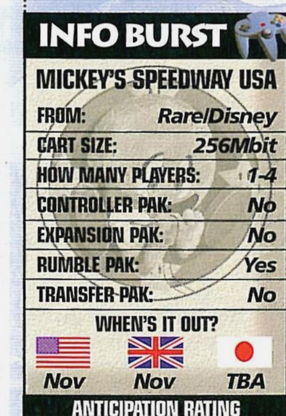


Whereabouts do you race?
There are five basic locations, each split into four distinct courses. So far, we've seen Indianapolis (home of speedway), Alaska, Los Angeles and Las Vegas.



What's the best bit?
We liked the sense of speed – helped by a very smooth framerate – and the great handling. Goofy's ears even flap behind him in the breeze. Mind you, the four-player looked a little jerky.

Is it like the Game Boy Mickey racer?
Nope. They're completely different games.



INFO BURST

MICKEY'S SPEEDWAY USA	
FROM:	Rare/Disney
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Nov	Nov	TBA

ANTICIPATION RATING

GO! GO!



Q & A

Unlimited levels?
Er... apparently, although it's all a little vague. From what we can tell, you're placed in scenarios with an 18-minute countdown and your task is to guide a 'Scout' ship around the randomly generated maps. You'll have to collect various resources to bolster defences and direct them to your main Core, and the more you collect, the faster the Core will develop. Exactly what happens then is, as yet, unknown to us!

Will it be a 'point-and-click' affair then?
No. Your cursor will be replaced by the actual 'Scout' vessel itself. Instead of pointing and clicking, you'll actually drive it around, completing various tasks.

And the point is?
To rescue the sunken pyramid at the centre of your base. Which, we assume, is the 'Core'.

Echo Delta

An aquatic RTS! Dive! Dive! Dive!

Bit of a strange one this. Mark had a cheeky little glimpse at it at Spaceworld and, to be perfectly honest with you, we're still none the wiser.



INFO BURST

ECHO DELTA	
FROM:	Nintendo/Marigul
CART SIZE:	TBA
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	No
TRANSFER PAK:	No

WHEN'S IT OUT?

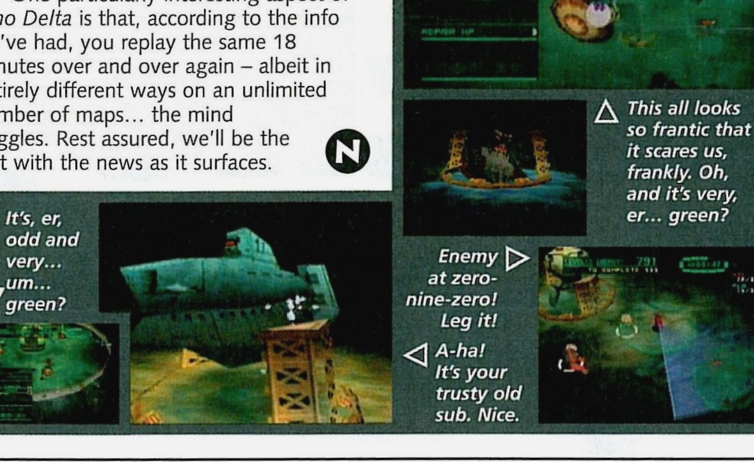
US	UK	Japan
TBA	TBA	Dec

ANTICIPATION RATING: 4/5

From what we can tell, it looks like a real-time strategy game set deep on the ocean floor. All the major RTS ingredients are in here, from the usual resource finding and mining, to defending your central base structures and attacking with a developed army.

Developers Marigul Management (the team behind *Hey you, Pikachu!*) however, insist that *Echo Delta* is an entirely *new* type of game, and we're somewhat inclined to believe them after witnessing their other Nintendo outing.

One particularly interesting aspect of *Echo Delta* is that, according to the info we've had, you replay the same 18 minutes over and over again – albeit in entirely different ways on an unlimited number of maps... the mind boggles. Rest assured, we'll be the first with the news as it surfaces.



This all looks so frantic that it scares us, frankly. Oh, and it's very, er... green?

It's, er, odd and very... um... green?

Enemy at zero-nine-zero! Leg it!

A-ha! It's your trusty old sub. Nice.

Q & A

What's the idea?
To bring yourself to the top of the food chain. The story's pretty obscure, packed with curious Japanese concepts. It has something to do with civilising the wild.

We thought it was a 64DD game.
It was originally, but the DD's ailing sales have led to this game being converted to cart format. Let's hope it isn't too much of a compromise for the developers.

Evolution, eh? We like that.
It's all the rage these days, you know. You can make yourself tougher, faster, spikier – or you can even change your colouring in order to blend into the woodland background.

So, when do we get to play it over here?
Despite the game's heritage (it comes from Marigul), it involves the kind of cultural concepts that might mean it won't sell outside Japan.

Animal Leader

It's survival of the fittest.

Or to give it its proper name, *Doubutsu Banchou*. An N64 game from the demented genius behind *PaRappa the Rapper* must be a good thing, right? Well, you'd think so.



INFO BURST

ANIMAL LEADER	
FROM:	Marigul
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	Jan

ANTICIPATION RATING: 4/5

Animal Leader harks back to a mythical age when wild animals roamed the earth, battling in a Darwin-esque fashion for genetic supremacy – by eating each other and mutating. You troll about the place, nibbling on anyone you come across until it's time to evolve.

The game's visual style is equally curious. Everything is made up of a few sharp polygons, vaguely in the shape of a creature. These monstrosities move about in different ways, depending on their shape – cross-like creatures will roll forwards, for instance, while circular shapes will gallop like a horse. The Spaceworld version we experienced was also running with borders around all sides of the screen though, apparently, this is for artistic reasons.

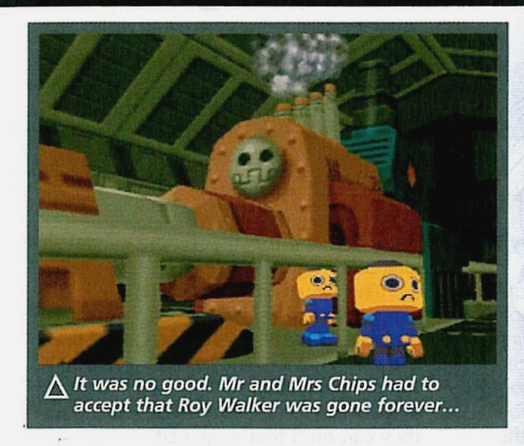
A strange one, then, with gameplay that seems as simple as its bizarre Cubist-style graphics. When we get a copy, you'll be the first to know.



The pink mutie has changed beyond all recognition. Nice.

He blows a bubble of snot. How cute.

Eating this sucka should make for a curious hybrid.



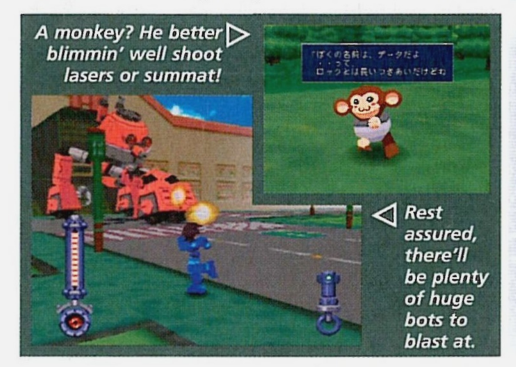
△ It was no good. Mr and Mrs Chips had to accept that Roy Walker was gone forever...

Mega Man

Small, blue and too good to be true?

To say it's been a long time coming is something of an understatement. Alongside the *Metroid* and *Street Fighter* crew, Mega Man has been one of the most sorely missed characters from Nintendo's past, and the fact that the PlayStation had its own *MM* title, over *two* years ago, just made matters much worse. Thankfully, though, Capcom have come to their senses, and the PlayStation version of *Mega Man Legends* is being revamped for the N64.

It's very much in the *Jet Force Gemini* mould. You take control of the hot-footed blue wonder and guide him around 3D environments, dishing out lasers and fiery death to any unruly robots he sees. And while it's pretty much a direct port of the PlayStation version, except with crisper visuals and the advantage of analogue control and Rumble Pak compatibility, the prospect of a Ninty classic like *Mega Man*, appearing in 3D on the N64, is well worth getting excited about.



A monkey? He better blimmin' well shoot lasers or summat! ▷

◁ Rest assured, there'll be plenty of huge bots to blast at.

Q & A

So is it *exactly* the same as the PlayStation version?
Not exactly, no. Apparently the maps are being redesigned, enemies will be different and appear in different areas and, of course, the visuals will be greatly improved. That aside, there won't be much difference in the gameplay.



Any tasty extras in there?
Actually, yes. There's a Time Attack Event included which should extend the game's replay value. Mega Man 64 also features some adventure/RPG elements to break up the usual photon cannon blasting action.



It does look like *JFG* though, doesn't it?
Yeah, but who cares? JFG was fantastic, and the thought of commanding more hardcore robot-death action in Mega Man is enough to have us dribbling down our stainless-steel breastplates...

INFO BURST

MEGA MAN 64

FROM:	Capcom
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	No
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	TBA

ANTICIPATION RATING

Q & A

It moves through time, right?
Correct. It goes from the days of the Holy Roman Empire right through to modern times.

Does that mean you get different weapons to wield?
It certainly does, ranging from good old-fashioned swords and axes to modern-day rocket launchers.

This is going to be strong stuff, isn't it?
Silicon Knights don't seem to be concerned about Eternal Darkness getting an '18' rating, which it almost certainly will. The gore and insanity sequences will ensure that.

What's all this about 'Call of Cthulhu'?
Glad you asked that. The story closely mirrors the idea behind H.P. Lovecraft's famous stories – any table-top roleplayers out there will know what we're on about.

Eternal Darkness

It's going to give you nightmares...

We've laid our hands on some more lovely new shots from Silicon Knights' menacing and inventive thriller. The game's magical moments look to be as impressive as *Zelda*'s, only with the benefit of an Expansion Pak, and that's no mean feat, considering there are over 120 different combinations of whup-ass wizardry for you to unleash.

As far as the plot goes, it's a familiar story: demented race rules Earth, not shackled by physics or reality, sating its unholy lusts. That demented race gets locked away aeons ago, and tries to get out again. Beyond that, we also know that the central character goes by the name of Alexandra, presumably a modern-age gal. The 13 sections of the game are held together by the overall idea of a huge book.

The Canadian team behind it – recently signed up by Nintendo as second-party developers – have announced that the game will be delayed until early 2001. We're hoping that means they'll use the extra time to cram as much goodness as they can onto that huge cart.

Listen very carefully and you'll hear *Resident Evil* quaking in its boots...

INFO BURST

ETERNAL DARKNESS	
FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
2001	2001	2001

ANTICIPATION RATING: 4/5

Enemies should move smoothly, like oiled cats.

Paul Daniels would be proud.

Oh my. Something tells us this is going to be very scary.

Will all the wrestlers from the league be accounted for?
Yup! There are over 50 fighters present in the 60%-complete version of the game, including the women! You'll also be able to edit and create your own fighters with 39 different parameters to twiddle with.

And secrets?
More than you can shake a two-by-four at! Hidden weapons, arenas and wrestlers not to mention new challenges and special exhibition matches. They're all going to be in there!

What about extras like blood and commentary?
As usual, we're going to be denied any blood, but EA have managed to cram in a whopping 8,000 lines of commentary to accompany your on-screen brutality. Of course, the game is still largely incomplete, so we have yet to discover just how much more will be included.

WCW Backstage Assault

Lay down some smack out in the back.

INFO BURST

WCW BACKSTAGE ASSAULT	
FROM:	EA
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Autumn	TBA	TBA

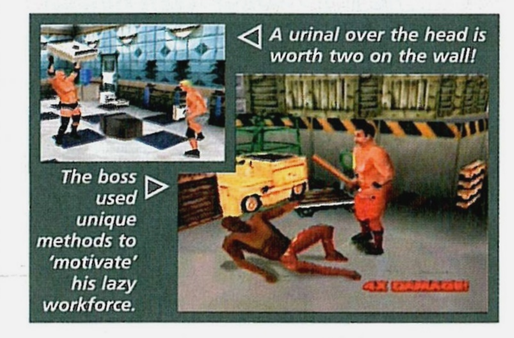
ANTICIPATION RATING: 4/5

Let's not beat around the bush here, wrestling is great. And it's even better when the rasslers have all piled out of the ring and are dutifully smacking each other with any blunt objects which come to hand. You'll be pleased to know then, that EA have decided to take things one step further.

Imagine if you will, two hulking, sweaty brutes, one tightly enclosed locker room, a ludicrous injection of testosterone and the sweet, sweet, sound of a hapless opponent being sorely beaten down by the contents of a nearby wheelie bin. Hold that thought. You're now somewhere near the potential mayhem of this next WCW fixture!

There's no ring as such, just you, your opponent and seven multi-room environments laden with weapons, wall fixtures – to be ripped off – and an assortment of interactive scenery with which to bruise your opponent.

We reckon this one's going to rock! Any wrestling game packed with features like the ability to humiliate your opponent by pummelling him with a toilet should appeal to both rasslin' and fighting fans alike. More soon.



A urinal over the head is worth two on the wall!

The boss used unique methods to 'motivate' his lazy workforce.



△ These special pads allow you to swap characters.

◁ This li'l dino looks ace, with some neat facial animation.

Banjo-Tooie

More Tooie delays? We'll just have to grin and 'bear' it...

Yes, sorry, *Banjo-Tooie* has been pushed back until early next year. Not exactly the news we were hoping for either, but after our recent jaunt to the marvellous ECTS games show we can assure you that no matter how long it takes, *B-T will* be worth the wait.

Put simply, it's an absolute stunner. With a massive array of moves and ridiculously engrossing levels to explore, this is one title that you will not want to miss. Despite the tempting wealth of quality titles on display at the huge Nintendo stand, *Banjo-Tooie* alone managed to absorb most of our playing time during our visit.

The visual delights on offer were simply astounding, with Rare milking the console for every last drop of available power – and that's before you smack in the Expansion Pak. Add to this a devilishly addictive multiplayer mode and you could be looking at the mother of all platformers. True, having to wait until next year for it is a little annoying, but you know what they say, 'best things come...'



From what we played at ECTS, there's loads more character interaction than in the original. ▽

△ When it comes to great features, Rare never disappoint. This minecart stage is awesome!

Q & A

So it's more of the same, only bigger then?
Well, yes and no. Granted, in many respects it's still Banjo (and there's nothing wrong with that), but Tooie reaches new heights of splendour. The graphics and animation on the characters are superb, the adventure is far more involved than its predecessor, and the wealth of extras and hidden features is simply mind-boggling.



Extras?
You'd better believe it. You can now split the original duo into two separate characters, allowing you to access and open up individual areas that the two combined can't reach. You'll also be able to take control of Mumbo and use his voodoo magic to aid your cause!

Anything else we should know about?!
Remember those seemingly impossible-to-reach areas in Wozza's Cave and Gobi's Valley in Kazooie? Well B-T will enable you to access these hard to reach places. How? Well rumour has it that it will actually drop the data into your N64, to be picked up by your original cart with no Controller Pak needed!

INFO BURST

BANJO-TOOIE	
FROM:	Rare
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
2001	2001	2001

ANTICIPATION RATING: 5/5

AN EAR TO THE GROUND

Grab a pair of binoculars and you'll just be able to make out **Mother 3** disappearing over the horizon, never to return. Despite being *five years* in development, the HAL-developed RPG has been cancelled. Shigsy's reassured *Mother* fans that the programmers' hard work will be carried over to Gamecube in some form – if the team feel up to it after wasting over half a decade of their lives.

More bad news – **Spiderman**, the promising-looking platformer from the boys and girls behind the excellent *Tony Hawk's Skateboarding*, is unlikely to arrive on UK shores. If you're desperate for a copy, it's destined for a November 17th release in the US.



Meanwhile, at Spaceworld, Shigsy revealed that **Ura-Zelda**, the infamous 64DD add-on for *Ocarina of Time*, is done and dusted. It's unlikely to get a release, though – the ailing 64DD has all but disappeared in Japan, with no sign of it even in Akihabara, Tokyo's famous electronics district. Still, with *Majora's Mask* containing most of the add-on's extras, it's unlikely that *Ura-Zelda* will be missed.

Over in the States, there'll be 20% fewer copies of the excellent **Ogre Battle 64** in the shops than expected, thanks to limited numbers of a unique chip needed for the cart. Meanwhile, we saw the game on sale in Tokyo for just £1.50. Cripes!

The apparent failure of Nintendo's disc system has fiddled with Seta's plans for **Ultimate War**, too. Originally destined for 64DD only, the turn-based war sim appeared at Spaceworld on N64 – and looked fantastic. The intuitive strategy sections are interspersed with staggering 'Live TV' sections, featuring stunning renders of battles, and a camera that jiggles about as though carried by a trembling reporter. UK release? We'll see...

INFORMATION station

chart updates • release list • most wanted • most played



Planet 64 Information Station is your one-stop spot for tracking release dates of forthcoming titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them with your letter or compo entry. We want to know what you think and we don't care how you tell us!

GAME Top 10 Official UK N64 chart

Pos	Title	Publisher	Released	Movement	N64 review
1	Pokémon Snap	Nintendo	Released 09/00	Non-mover	Issue 45 80%
2	Perfect Dark	Rare/Nintendo	Released 06/00	Non-mover	Issue 42 96%
3	Pokémon Stadium	Nintendo	Released 04/00	Non-mover	Issue 41 90%
4	Turok 3 (NEW!)	Acclaim	Released 09/00	New entry	Issue 46 82%
5	Rugrats Treasure Hunt	THQ	Released 10/99	Re-entry	Issue 33 48%
6	The Legend of Zelda	Nintendo	Released 12/98	Last month's chart position – 4	Issue 24 98%
7	Super Mario 64	Nintendo	Released 03/97	Last month's chart position – 6	Issue 1 96%
8	Earthworm Jim 3D	Virgin	Released 12/99	Re-entry	Issue 35 68%
9	Rayman 2	Ubi Soft	Released 10/99	Last month's chart position – 5	Issue 35 73%
10	Star Wars Episode 1 Racer	LucasArts/Nintendo	Released 07/99	Re-entry	Issue 30 88%

Top 5 Import chart

Source: CA Games (0141 334 3901)

Pos	Title	Publisher • Genre	N64 review
1	ISS 2000	Konami • SPT	Issue 46 • 90%
2	Mario Tennis	Nintendo • SPT	Issue 47 • 91%
3	Zelda: Majora's Mask	Nintendo • ACT/RPG	Issue 43 • 95%
4	Perfect Dark	Nintendo/Rare • ACT	Issue 42 • 96%
5	Starcraft 64	Nintendo • STG	Issue 45 • 78%

N64 5 Most played

Pos	Title	Publisher	Genre	N64 review
1	Mario Tennis	Nintendo	SPT	Issue 47 • 91%
2	Perfect Dark	Rare/Nintendo	ACT	Issue 42 • 96%
3	Turok 3	Acclaim	ACT	Issue 46 • 82%
4	Tony Hawk's	Activision	SPT	Issue 41 • 86%
5	Mario Story	Nintendo	RPG	Issue 47 • 85% (import)

N64 5 Most wanted

Pos	Title	Publisher	Genre	Release
1	Sin and Punishment	Nintendo	ACT	JPN: TBA US: TBA
2	Zelda Majora's Mask	Nintendo	ACT/RPG	JPN: Now UK: November
3	Banjo-Tooie	Rare	ACT	UK: 2001 US: 2001
4	Mario Party 3	Nintendo	TAB	UK: TBA US: TBA
5	Dinosaur Planet	Rare	ACT	US: 2001 UK: 2001

Readers 5 Most played

Pos	Title	Publisher	Genre	N64 review
1	GoldenEye	Rare/Nintendo	ACT	Issue 9 • 94%
2	Legend of Zelda	Nintendo	ACT/RPG	Issue 24 • 98%
3	Perfect Dark	Rare/Nintendo	ACT	Issue 42 • 96%
4	Super Smash Bros	Nintendo	FGT	Issue 36 • 90%
5	Pokémon Stadium	Nintendo	FGT	Issue 41 • 90%

Readers 5 Most wanted

Pos	Title	Publisher	Genre	Release
1	Zelda Majora's Mask	Nintendo	ACT/RPG	JPN: Now UK: November
2	The World is Not Enough	Eurocom/EA	ACT	UK: November US: November
3	WWF No Mercy	THQ	FGT	US: November UK: December
4	Mario Tennis	Nintendo	SPT	JPN/US: Now UK: November
5	Banjo-Tooie	Rare	ACT	UK: 2001 US: 2001

ULTRA RELEASE LIST

The latest information on every N64 and confirmed Dolphin game currently in development world-wide – updated monthly.

Easy-to-spot UK release dates – just look for the titles in a dark blue bar!

Game name	Publisher	Type	Country
• Nintendo 64			
October			
40 Winks	Infogrames	ACT	US
Aidyn Chronicles	THQ	RPG	UK
Batman Beyond	Kemco	ACT	US
Donald Duck: Quack Attack	Ubi Soft	ACT	US
F1 Racing Championship	Ubi Soft	RAC	UK
Hercules: Legendary Journeys	Titus	ACT	UK
Mario Party 2	Nintendo	TAB	UK
Paper Mario	Nintendo	RPG	US
Rugrats in Paris	THQ	TAB	US
Scooby Doo Classic Creep Capers	THQ	ACT	US
Zelda: Majora's Mask	Nintendo	RPG	US
November			
Donald Duck: Quack Attack	Ubi Soft	ACT	UK
Hey you, Pikachu	Nintendo	ETC	US
Indiana Jones and the Infernal Machine	LucasArts	ACT	US
Mario Tennis	Nintendo	SPT	UK
Mickey's Speedway USA	Nintendo	RAC	US/UK
Midway's Greatest Arcade Hits	Midway	ACT	UK
Ready 2 Rumble: Round 2	Midway	FGT	US
San Francisco Rush 2049	Midway	RAC	UK
Spiderman	Activision	ACT	US
Star Wars: Battle for Naboo	Factor 5	ACT	US
The World is Not Enough	Eurocom/EA	ACT	US/UK
Tom and Jerry	Mattel	ACT	US
Winnie the Pooh	Mattel	ACT	US
WWF No Mercy	THQ	FGT	US
Zelda: Majora's Mask	Nintendo	RPG	UK
December			
Paper Mario	Nintendo	RPG	UK
Pokémon Puzzle League	Nintendo	ETC	UK
WWF No Mercy	THQ	FGT	UK
January 2001			
Excitebike 64	Nintendo	RAC	UK
February 2001			
Starcraft 64	Nintendo	STG	UK
2001/TBA			
Animal Forest	Nintendo	ETC	JPN
Animal Leader	Nintendo	ACT	JPN
Army Men: Air Attack	3DO	ACT	UK
Army Men: Sarge's Heroes 2	3DO	ACT	US/UK
Banjo-Tooie	Rare	ACT	US/UK
Batman Beyond	Kemco	ACT	UK
Bomberman: The Second Attack	Hudson	ACT	UK
California Speed	Midway	RAC	UK
Catroots	Nintendo	ACT	UK
Conker's Bad Fur Day	Nintendo	ACT	US/UK
Cruis'n Exotica	Midway	ACT	US
Custom Robo	Nintendo	ACT	US/UK
Custom Robo V2	Nintendo	SHT	JPN
Die Hard 64	Fox	ACT	US/UK
Dinosaur Planet	Rare	ACT	US/UK
Disney Dance Revolution	Nintendo	ACT	US/UK
Earthbound 64	Nintendo	ACT	JPN
Echo Delta	Nintendo	ACT	ALL
Eternal Darkness	Nintendo	ACT	US/UK
Fire Emblem 64	Nintendo	RPG	JPN
Frogger 2	Hasbro	ACT	US/UK
Glover 2	Hasbro	ACT	US/UK
Hey you, Pikachu	Nintendo	ETC	UK
Indiana Jones and the Infernal Machine	LucasArts	ACT	UK
Indy League Racing	GT	RAC	US/UK
Indy Racing 2K	Paradigm	RAC	UK
Jeff Gordon Racing	ASC Games	RAC	US
Kasparov Chess	Titus	SPT	US/UK
Kirby 64	Nintendo	ACT	UK
M&M Adventure	TBA	ACT	ALL
Madden NFL 2001	EA	SPT	US
Magic Flute	Sunsoft	ACT	JPN
Major League Soccer	Konami	SPT	US/UK
Mario Party 3	Nintendo	TAB	US/UK
Mega Man 64	Capcom	RPG	UK
Mission: Impossible 2	Infogrames	ACT	UK
Ms. Pac-Man Maze Madness	Namco	ACT	US
Mysterious Dungeon	Chunsoft	RPG	US/UK
NFL Blitz 2000	Midway	SPT	UK
Pokémon Stadium 3	Nintendo	FGT	ALL
Rally Challenge 2000	SouthPeak	RAC	UK
Resident Evil Zero	Capcom	ACT	ALL
Roswell Conspiracies	Redstorm	ACT	US/UK
Scooby Doo Classic Creep Capers	THQ	ACT	UK
Seadoo Hydrocross 2001	Vatical	SPT	UK
Shadowgate	Kemco	RPG	US
Sin and Punishment	Nintendo	ACT	ALL
Smurfs 64	Infogrames	ACT	UK
Spiderman	Activision	ACT	US/UK
Star Wars: Battle for Naboo	Factor 5	ACT	UK
Star Wars: Demolition	LucasArts	RAC	US/UK
Sydney 2000	Eidos	SPT	US/UK
Ultimate War	Seta	STG	JPN
Viewpoint 2064	Sammy	ACT	US
WCW Backstage Assault	EA	SPT	US/UK
• Dolphin			
Austin Powers*	Rockstar	ACT	US/UK
Batman*	Ubi Soft	ACT	US/UK
Castlevania*	Konami	ACT	US/UK
Disney 3D Adventure*	Rare	ACT	ALL
Donald Duck*	Ubi Soft	ACT	US/UK
First-person shooter*	Saffire	ACT	US/UK
Inspector Gadget	Ubi Soft	ACT	US/UK
ISS Dolphin*	Konami	SPT	US/UK
Jacques Villeneuve Racing Game*	Ubi Soft	RAC	US/UK
Killer Instinct 3	Rare	ACT	US/UK
Lylat Wars 2*	Nintendo	ACT	ALL
Mario*	Nintendo	ACT	ALL
Mario Kart*	Nintendo	RAC	ALL
Music*	Codemasters	ETC	US/UK
NBA Courtside	Nintendo	SPT	ALL
Perfect Dark 2	Rare	ACT	ALL
Picassio	Promethean	ACT	ALL
Pokémon X	Nintendo	ETC	ALL
Resident Evil Zero	Capcom	ACT	ALL
RIQA	Nintendo	ACT	ALL
Robocop*	Titus	ACT	US/UK
Saffire	Saffire	ACT	US/UK
Shadowman 2	Acclaim	ACT	US/UK
Skyfall Midwinter Year Zero	Blade	ACT	ALL
Star Wars RPG*	LucasArts	RPG	ALL
The Road to El Dorado	Ubi Soft	ACT	US/UK
Thornado	Factor 5	ACT	US/UK
Title Defense	Climax	FGT	US/UK
Top Gear Rally*	Boss Games	RAC	US/UK
Tour de France*	Konami	RAC	US/UK
Turok*	Acclaim	ACT	US/UK
V.I.P.	Ubi Soft	ACT	US/UK
Wave Race*	Nintendo	RAC	ALL
Zelda*	Nintendo	RPG	ALL

*working title only

KEY

ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
STG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

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INFORMATION station

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Turok 3: Shadow of Oblivion has the unenviable task of facing off against the formidable Perfect Dark. First-person shooter fans should undoubtedly be excited as Turok 3 looks set to be just as essential as Rare's effort. Players have a choice of characters to guide through the varied and great-looking levels, all driven along by some mammoth cut-scenes. By combining elements of Zelda, Resident Evil and Half-Life, Turok 3: Shadow of Oblivion will secure its place as one of the must-have titles of this year.

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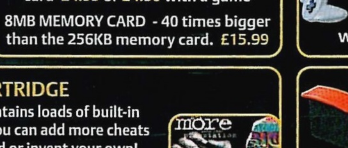
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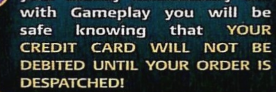
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TOMORROW'S WORLD

The next generation has finally arrived...

By Mark Green

Finally, after an excruciatingly long wait, Nintendo have put an end to speculation about the follow-ups to Game Boy Color and N64. On the 24th August 2000, in a giant exhibition hall in Tokyo, Game Boy Advance and Gamecube (aka 'Project Dolphin') were finally revealed. We were there, and here's what we saw...

DIGICARD

At 4Mbit, Gamecube's memory card is 16 times the size of the official N64 Controller Pak – and with Nintendo's SD-Digicard Adaptor, you can use Panasonic's new SD Memory Cards and bump the space up to a colossal 64MB (512Mbit) – giving Gamecube a 64DD-sized rewriteable storage medium the size of a postage stamp.

GBA LINK-UP

Via a single lead, Game Boy Advance plugs directly into the controller port. This way, Gamecube titles can use the GBA screen to give each player their own unique display, be it secret messages, personal radars or stats readouts. The potential for games is enormous – although playing this way obviously restricts control of the game to the GBA's D-pad and four buttons.

CONTROLLER PORT

Slightly smaller than the N64 ports, but with the same semi-circular shape and triple-pronged socket. Naturally, there are four ports for maximum multiplayer fun – eat your heart out, PlayStation 2.





GAMECUBE

So, after years of speculation about Dolphins and Star Cubes, Nintendo's next generation console is finally christened Gamecube. Nintendo have commendably settled on a name that sums up the purpose of their machine – it doesn't play music, run DVDs or send emails. It simply *plays games*.

CARRY HANDLE

This chunky plastic handle extends 30mm out of the back of the machine, and makes Gamecube the first console you can drag over to a friend's house without needing to hunt down an empty Sainsbury's carrier bag first.

MEDIUM

It's goodbye to cartridges and hello to the 80mm-wide Gamecube Optical Disc, which fits neatly onto the slot beneath the flip-up lid. At 1.5Gb, it's smaller than DVD, but few developers could fill a DVD anyway – and 1.5Gb is nearly 50 times bigger than Legend of Zelda: Ocarina of Time. Gamecube's sole mission is to play games, so Nintendo haven't made it DVD or CD compatible – but with the movie and music industry banking on diddy discs becoming standard for music and movies in the future, and Panasonic planning Gamecube-compatible DVD players, don't write off Gamecube's multimedia capabilities.

DIMENSIONS

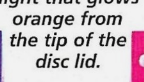
Mathematicians will be up in arms after discovering that Gamecube isn't actually a cube. And at 150mm across, 110mm high and 161mm deep, it's smaller than you think – roughly the size of a stack of ten CD cases.

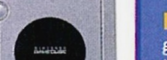
TV SOCKET

While you'll need a TV with a Digital Input socket to get the best pictures, the usual Nintendo-shaped AV port will accommodate all kinds of Gamecube TV leads.

COLOUR

Gamecube is currently planned to launch in a host of pretty colours: purple, pink, black, silver and white, all with a power light that glows orange from the tip of the disc lid.



ONLINE

While Nintendo were keen to stress that Gamecube is designed as a home machine, with an emphasis on four-player fun, they've also hedged their bets with online gaming. The two Serial Ports beneath Gamecube support connection to the Internet with both a Modem Adaptor (running at a useful 56Kbps) and a frighteningly fast Broadband Adaptor, giving you the opportunity to browse the Internet and play against folk around the world. There's also a mysterious 'Hi Speed Port' that might – just might – be able to link two or more Gamecubes together.

GAMECUBE SPEAK

The console's specs demystified.

ADPCM Adaptive Differential Pulse Code Modification – or, what powers Gamecube's sound chip. Sounds take up minimal memory, and 64 different voices can be played simultaneously.

Alpha Blending Gamecube's in-built ability to give characters and objects a semi-transparent, foggy or glassy look.

Bandwidth The speed that memory can be scanned. At 3.2GB (Gigabytes) per second, Gamecube can scan its entire main memory in 0.01 of a second – and graphics memory eight times faster.

Bilinear Filtering A fancy in-built Gamecube effect that ensures distant scenery doesn't become blocky as it moves closer.



CAV Stands for Constant Angular Velocity, and simply allows the machine consistent and horrifyingly fast access to its discs.

Copper Chip Technology Gamecube's central chip – manufactured by IBM – is made from belief-beggaringly thin copper wires, 25% faster than PS2's fatter aluminium ones.

Data Transfer Speed How fast information can be sucked off a game disc. The maximum with Gamecube is 25Mbit per second – allowing *Super Mario 64*, in its entirety, to be loaded in two-and-a-half seconds.

Flipper Gamecube's NEC-built graphics chip. The name harks back to Gamecube's 'Project Dolphin' origins – and no doubt refers to it being 'faster than lightning'.

Gekko The nickname for the IBM chip that powers



GAMECUBE – THE DEMOS

Luigi, Link, Pokémon, Samus Aran and more in Nintendo's minute-long demo of the power of Gamecube...



Meowth began the show with an organ tune...



...before taking to the stage, 'axe' in hand...



...with four Fonz-like Squirtles on vocals.



Electabuzz and the boys raced into the arena...



...and Meowth's Party was in full swing.



A close-up of Meowth's face ended this section...

GO! GO!



Gamecube. It's based on the technology in modern Macs, but is specially adapted to concentrate just on running games.

GFLOP A measure of how quickly a machine does its sums. Gamecube can manage 13 GFLOPs (billion calculations per second) – by contrast, PS2 does just 6.2.

Latency Roughly, how quickly a game gets something from memory after asking for it. In Gamecube, it's as low as 0.00000005 of a second – at least six to ten times speedier than other consoles.

HW Light 'Hardware Light' – Gamecube has eight built-in lights that developers can use to illuminate their games without slowing proceedings down a jot.

Memory Gamecube holds *tons* of data. An unprecedented 24MB (megabytes) of main memory, coupled with 16MB of slightly slower stuff, gives Gamecube the capacity to hold everything on the *Ocarina of Time* cart and more. Any or all of it can be used for visuals, but the graphics chip also has an extra 3MB all to itself.

Motion Compensation Built into the Gamecube hardware, this is basically 'motion blur', giving you a ghostly trail on moving objects à la *RR 64*'s replay mode.

Polygons Per Second How quickly shapes can be chucked onto the screen. Gamecube manages 6 to 12 million shapes per second in-game – far more than PS2.

S3TC Allows developers to squeeze tons of super-detailed, pin-sharp textures – wall patterns, character outfits – onto a single disc, then load them back off without slowing the game down.

Subpixel Anti-Aliasing Gamecube's optional, N64-beating ability to 'blur' jagged lines for a less eye-jarring effect.

THE CONTROLLER

With every console, Nintendo redefine the game controller. Gamecube's joypad is typically revolutionary.

SHOULDERS
The larger L and R buttons feature a central dip to accommodate your index fingers. They're analogue, too, so they can sense how far and how hard they're being pushed – perfect for acceleration in a racing game.

Z BUTTON
With no central prong, the Z button's been shifted to the top-right of the pad, and been painted the same shade of blue as the A button to signify its importance as an alternate fire button.

TWO PRONGS
It's goodbye to the middle prong as the analogue stick – identical to the N64's – moves over to the left, and the D-Pad shifts to a more easily-accessible location.

A BUTTON
A gigantic new A button serves as a pleasingly meaty main trigger, with three secondary buttons – B, X and Y – positioned radially around it, making them easy to find with your thumb.

RUMBLE POWER
A built-in rumble motor means there's no need to shell out for a Rumble Pak add-on.

START/PAUSE
Nintendo are the first to acknowledge that the 'Start' button is better-known these days for its ability to pause a game.

C-STICK
This second analogue stick replaces the N64 pad's C-buttons. Now, a game's camera can be moved more freely – and games like Perfect Dark 2 can use the left stick for aiming and the C-Stick for movement.

WAVEBIRD
The 'Wavebird' is identical to the usual Gamecube joypad, except it doesn't use a cord. A small box plugs into the console's controller port, and the wireless pad communicates with it via a radio transmitter, anywhere within a 10m radius. Because it avoids infrared, you don't need to point it at the Gamecube, and objects or people standing in the way won't have any effect. In short, it's fantastic – and Shigsy promised that the chunky receiver box will be much tinier in its finished form.

SHIGSY'S DEMO
To show off the controller's features, Mr Miyamoto and his dedicated team knocked up a superb demo on the Gamecube itself. After zooming in on the joypad sitting on a moodily-lit table in Luigi's mansion, Shigsy was able to use the real-life controller in his hands to pan around the virtual version, while a gorgeous-looking Ghostbusters-style spook burped, moaned and wailed with every button press.



△ The buttons lit up on-screen as they were caressed by Shigsy.

At long last, the next generation has truly arrived. While Sega, Sony and Microsoft chuck obscene amounts of money at their muddled 'multimedia machines', Nintendo have quietly set about creating two consoles – Game Boy Advance and Gamecube – that share one simple aim: to bring the world the greatest videogames ever.

The machines – revealed for the first time at Nintendo's Spaceworld show in Tokyo – look fantastic on the outside. But Gamecube's satisfying chunkiness and GBA's sleek body don't tell the whole story. There's enormously advanced technology hidden within their plastic shells,


...then a gorgeous Wave Race demo kicked off...


...with a few precious seconds of stunts. Then...


...Samus returned, on the run from icky bugs...


...until she remembered the gun in her pocket.


Factor 5 brought Rogue Squadron to Gamecube.


Look! You can even see Luke in the pilot's chair.

THE GAMES

TECHNICAL DEMOS The next generation of videogames.

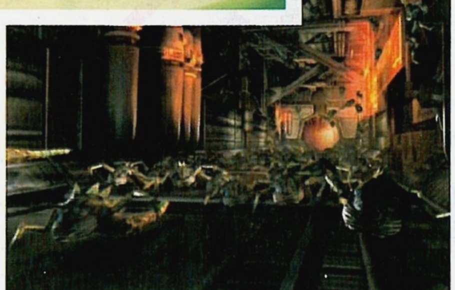


Luigi's Mansion could well be in the works for Gamecube right now. Luigi's moustache actually flapped in the breeze here.



Meowth's Party used Nintendo's Pokémon Stadium engine to staggering effect.





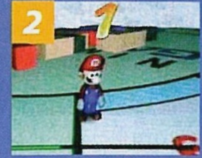
Metroid was probably FMV rather than in-game footage – but those bugs gave us the creeps either way.

MARIO 128

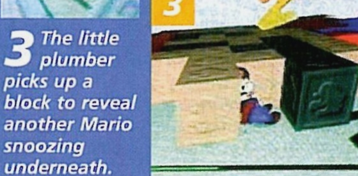
Things *really* took off with Shigsy's jokey, fully-controllable demo of Gamecube's power.



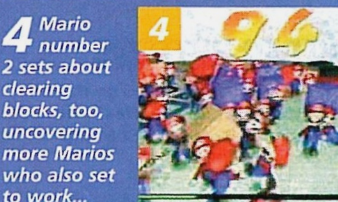
1 A pretty surprising start, as an '80s-style Mario comes running on-screen.



2 The camera zooms in to reveal that he's constructed from 128 coloured blocks – and there's a proper 3D Mario loitering nearby.



3 The little plumber picks up a block to reveal another Mario snoozing underneath.



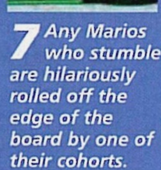
4 Mario number 2 sets about clearing blocks, too, uncovering more Marios who also set to work...



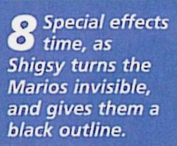
5 ...until there are 128 of the little fellas scampering around the circular board.



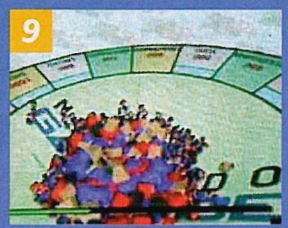
6 Shigsy creates bumps and steep gradients for the yelping Marios to negotiate.



7 Any Marios who stumble are hilariously rolled off the edge of the board by one of their cohorts.



8 Special effects time, as Shigsy turns the Marios invisible, and gives them a black outline.



9 Shaping the board into a bowl, the Marios and blocks are tossed into a game salad.



10 Then, after dumping the Marios from the board, it's shaped into a pizza and slotted into a Gamecube. Brilliant.





which – vitally – Nintendo have specially crafted to allow developers to harness the supreme power as painlessly as possible, and fully realise the game ideas they're brewing. Before long, *Super Mario 64* will seem as antiquated as *Donkey Kong*.

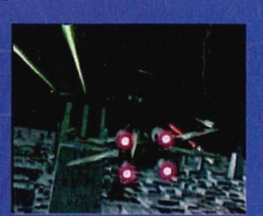


> **"The new generation of entertainment in the 21st Century starts here." Nintendo**

In fact, Nintendo claim that, to give developers an easier time, they've avoided 'going for the highest possible performance' with Gamecube's visuals. That's plainly nonsense. Watching the heart-stopping demos shown at Spaceworld – TV-quality *Wave Race* footage, Luigi in a haunted mansion, 128 Marios scampering around a monopoly board – it's clear that Nintendo's next console will provide the best-looking games ever.

More exciting than the graphics, though, is the fact that GBA and Gamecube's destinies are inextricably linked – the shared styling of the two machines' logos, right down to that triangular 'A', is no accident. Game Boy Advance's ability to hook straight into the Gamecube's controller port – replacing the Transfer Pak, and giving each player an individual display on the GBA's screen – is ripe with potential. Coupled with Gamecube memory cards that are the same size as the largest N64 cart, and both machines' ability to connect to the Internet and download new game data, the possibilities are endless.

There's one disappointing aspect to Nintendo's next consoles – the wait. While GBA and Gamecube land in Japan in March and July 2001 respectively, the UK won't see them until July and some unspecified date in 2002. But, as Nintendo say, "The new generation of entertainment in the 21st Century starts right here". The wait will be worth every second.



This is actual game footage, featuring...



...the meatiest explosions we've seen...



...and some truly gob-smacking scenery.



Next – incredibly – Zelda on Gamecube.



A tense swordfight with Ganondorf himself...



...rendered in astonishing detail and...

GAME BOY ADVANCE

Nintendo might have the handheld market all sewn up, but they're not resting on their laurels. The next generation of Game Boy is just around the corner...

DIMENSIONS

At just 144.5 across, 82mm high, and 24.5mm deep, GBA is only a few millimetres lengthier than Game Boy Color each way, and weighs about the same. And all for ¥9800 (around £63).



SHOULDER BUTTONS

A-ha! Two new shoulder buttons on the left and right work just like the N64's – in Mario Kart Advance*, they're used to hop and fire weapons.*



LINK-UP

The new link-up lead comes with a chunky box halfway along its length. Slot another two leads in and you can enjoy four-player GBA action.

CART SLOT

Game Boy Advance carts are a different shape and can accommodate up to 256Mbit – the same as the N64's Ocarina of Time. *All Game Boy and Color carts work, too.*

INSIDES

The 32-bit central chip inside GBA is 16 times faster than GBC, and there's a total of 384K of memory for games to play with – Game Boy Color had 4K. There's a second chip, too – a duplicate of GBC's CPU – that guarantees 100% compatibility with existing Game Boy games.

BATTERY

Incredibly, GBA runs for 15 hours off just two AA batteries – the same as Game Boy Color. A special rechargeable Battery Pak will be available.

BUTTONS

The same size and shape as Game Boy Color's, but the wider distance between the D-pad and the A and B buttons makes play more comfortable.

INFRARED

Just like GBC, an infrared port exists as an optional add-on for wireless data exchange with another Advance.

SPEAKER

Just one speaker, but sound is audible as stereo through headphones. The quality is high enough for crunchy samples of Mario Kart 64 *sound effects in* MK Advance.

SCREEN

61mm across and 40mm high, with 32,000 colours on-screen and 38,000 dots (240 down and 160 across) – the Advance's widescreen LCD display is larger, clearer, sharper and more colourful than GBC's, and uses low-glare TFT technology borrowed from the latest digital cameras.



MOBILE GAMING

Compatible with both Game Boy Color and Advance, the Mobile Adaptor GB hooks your handheld up to a mobile phone and allows link-up play with folk all over the country. As well as that, you can email other GB owners, browse Nintendo's mini-Internet, and download new levels, maps and characters for games. Nintendo demonstrated the Mobile Adaptor with *Pokémon Crystal* – a re-jigged version of *Gold* and *Silver* for Japan only – with a monster battle between two Pokémaniacs on opposite sides of a huge stage. Be warned, though – the Mobile Adaptor isn't likely to land in Blighty anytime soon.




...indicative of the quality of the final game.


A blinding flash of light ended Zelda's section...


...after which this scary-looking house appeared.


A sinister figure arrived at the front door...


...only to be revealed as the hapless Luigi. Yay!


As this chandelier came crashing to the ground...

NEXT GEN NATTER

A week after Spaceworld, Nintendo Europe invited us to sneak another peek at Gamecube – then they sat back as we pummelled them with questions about The Big N's future plans. Here are the results...

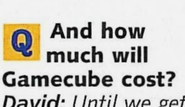
THE PANEL

Jim Merrick:	Technical Director at Nintendo of America
Satoru Shibata:	Head of Nintendo Europe
David Gosen:	Sales and Marketing MD at Nintendo Europe

Q Can you guarantee that Gamecube and Game Boy Advance will stick to their current release dates?
David: *I don't know of any console manufacturer or games developer that offers any guarantees with its launch dates. We have every intention of launching GBA simultaneously with the US next July – and we'll come back early next year with an accurate date for Gamecube. We don't want to announce a date now and go back on it later.*



Shigsy plans to give Mario 128 away when Gamecube's released.

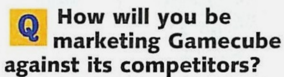


Q And how much will Gamecube cost?
David: *Until we get closer to market, we don't want to make any announcements about price.*

Q With GBA on the horizon, when will you be phasing out Game Boy Color?
David: *We won't. Game Boy Advance coming onto the market doesn't mean Game Boy Color becoming obsolete. There's an installed base of 31 million Game Boy Color owners, and developers are continuing to create games. GBC won't be dying for some time.*

Q Why go with the mini Gamecube discs rather than normal DVDs?
Jim: *Our intention isn't to make Gamecube a DVD player – this is a machine that's purely about games – so we've optimised DVD technology for use in a videogames machine. Also, we've been able to build in some robust anti-piracy protection.*

Q But Panasonic are still planning a DVD-compatible Gamecube?
Jim: *Yes, that's still the plan. This time, Nintendo are saying that other people will be able to manufacture Gamecube. Panasonic's machine will be released in Japan first, and will compete directly with X-Box, and we'll see how it sells there. But, to begin with, Nintendo will be fully focused on producing games for the standalone Gamecube.*



Q How will you be marketing Gamecube against its competitors?
David: *We will be the first to market with a videogames-only console. We are specialists, and if you want the best of whatever you're interested in, you go to a specialist. People buy a console because they want to play games, and we will, without doubt, have the best line-up of videogames for any console in history.*

Q How do Nintendo plan to use the Gamecube's add-on modems?
Jim: *You should remember that Nintendo has a long history of various online applications in Japan – stock trading on the NES, online banking, horse racing on the Super NES and so on. Those tell us how we can go about contributing to the network that Gamecube will connect to.*

From left to right, Jim, Satoru and the delectable David Gosen.

Q What developers have you signed up?
David: *There are over two dozen companies making games for Gamecube, but we can't reveal who they are. We're also recruiting at the ECTS show. We're expecting great stuff.*
Jim: *With the N64, the cost of cartridges proved a real issue to publishers, and that helped to convince us to go with a DVD-style format for Gamecube.*

Q Will Nintendo be more open with Gamecube information from now on?
David: *We'll share information with you when the time is right. It's a very competitive market, and we'll only reveal more when we feel that our competitors – who we're watching very carefully – can't benefit from what we say. So the answer to your question is: yes and no!*



...the candles in the corner fluttered slightly.



Is this an actual game? Only time will tell...



...but Jo Dark is a definite for Gamecube...



...and she'll look as good as this Rare mock-up.



The demo finished with a kaleidoscope of balls...



...which morphed into the logo. Phew!







REVIEWED THIS ISSUE!

POKÉMON PINBALL


page 40

It's here at last! Read our huge UK review of the greatest pinball game ever.



HARVEST MOON 2

page 42

You'd better believe it. Harvest Moon returns, bigger and better than before!





...AME BOY PRINTER

GBA screens: Mario Kart Advance, F-Zero Advance, Silent Hill, Golden Sun, Tactics Ogre, Kuru Kuru Kuru Rin, Bomberman, Hello Kitty... and much more!

GAME BOY ADVANCE

FIRST LOOK!
33 stunning GBA games revealed!

PLUS!

- Game Boy Gallery – nasty! The muties are here. Time to get ugly.
- Andrea and Brad – do we hear wedding bells? World's first report from Bally's big date!

ISSUE 22
November 2000

ALL CHANGE?



You'll need deep pockets to carry that monster around.

After 11 years of unprecedented success, Game Boy has undergone its biggest evolution to date, with the awesome Game Boy Advance and an online gaming network.

At least three of the GBA games shown at Spaceworld will be compatible with the new Mobile Adaptor (*Kuru Kuru Kuru Rin*, *Golden Sun* and *Napoleon*), and the modem device will be launched with *Pokémon Crystal* in December, guaranteeing a large user base for any future online titles. The new Pokémon game (*Gold* and *Silver* have been out for a year in Japan) has some new animations and characters, and you can trade monsters or battle with trainers all over the country.

There are currently no plans to bring the modem to Europe, as the different mobile phone formats available here would mean the device would have to come with an expensive boxful of adaptors and connectors to ensure compatibility with all phone networks. In Japan, mobile phones are standardised so they have no such problems.

What we *will* be getting is a selection of the most technically adept GBC titles. Games such as *Donkey Kong Country* and *Tyrannosaurus Tex* (yes, it still exists) will squeeze the last drops of power from the old machine's processor, and Nintendo have promised that GBC won't fade away – it's far too popular. Instead, there's likely to be a dual market, led by *Pokémon* on the cheaper GBC. The transition to GBA is a long way off, and how Nintendo will handle it is anybody's guess.

Welcome to Planet Game Boy

At last, Game Boy Advance is no longer Nintendo's worst-kept secret. Actually, looking back at **PGB**/10 our very own Webbster got his GBA artist's impression pretty much right first time, except we all thought the machine would have four buttons on the front. The finished article turned out to be way too small for that, so *Mario Kart Advance* uses the left shoulder button to fire weapons.

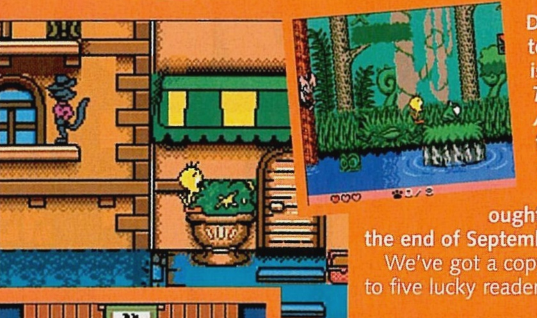
It's a lovely piece of hardware. The controls are all in the right places, and a pointy bump on the battery compartment gives the tiny console some grippability. The only complaint I've got with it is the tacky colour schemes of the first models. The see-through purple one seems respectable, but then the big orange bumper round the edge makes it look a bit cheap. With any luck a nice Apple-style graphite colour will be available when the machines reach the shops.

Anyway, that's enough next-gen talk. Flip past all those amazing 32,000-colour GBA screenshots (*F-Zero*!) and you'll find *three* five-star GBC reviews, including the latest instalment of *Harvest Moon*, the plain nicest game series ever created. If that isn't enough to keep us all playing until GBC is totally out of date, there's always *Zelda* and *Mario Tennis* to look forward to. And *Warlocked*, if only Nintendo could be bothered to release it here... We'll review the import version next month. Maybe that'll stir things up a bit.

Martin Kitts, Editor

planet GAME BOY
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Issue 22, November 2000
Editor: Martin Kitts
Contributors: Andrea Ball, Justin Webb, Paul Edwards, Kai Woods, Steve Jalim

WIN! KEMCO DOUBLE-BILL!



Despite arriving just a tad too late to make it into this issue, Kemco's new titles *Tweety's High-Flying Adventure* (starring our favourite cartoon canary) and *Daikatana* (a time-travelling shooter) ought to be in the shops by the end of September.

We've got a copy of each to give away to five lucky readers. Just answer this question:

Which type of bird was traditionally used by miners to sample poisonous gases?

a) Bald Eagle
b) Albatross
c) Canary

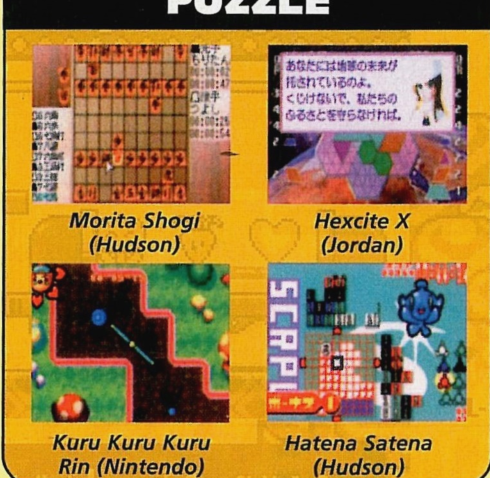
Send your answers to:
I tawt I taw a puddy tat, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW.

FUTURE LOOK

By now you'll have read all about Nintendo's gorgeous new Game Boy Advance hardware (turn to page 32 if you haven't), but what about the games? Ten were on show at Spaceworld, four at ECTS and there are loads more in development. Rare might not have any GBA plans at the moment but independent teams in Europe and the US are working on the likes of ***Ready 2 Rumble 2***, ***Dropzone***, ***Spyro the Dragon***, ***Rayman*** and others. As ever, it looks like the most exciting stuff will be coming from Nintendo's homeland. Here's a quick look at what some of Japan's army of GBA programmers are up to right now...

PUZZLE





Morita Shogi (Hudson)

Hexcite X (Jordan)

Kuru Kuru Kuru Rin (Nintendo)

Hatena Satena (Hudson)

STRATEGY





Napoleon (Nintendo)





Tactics Ogre Gaiden (Nintendo)

RPG

Dokapon (Asmik)

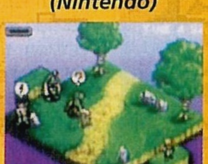


Fire Emblem (Nintendo)



Golden Sun (Nintendo)

Horse Racing Derby (Nintendo)



Monster Breeder (Konami)



Sansara Naga (Victor)

ADVENTURE

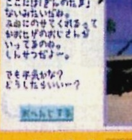


Bomberman Story (Hudson)



Doraemon (Epoch)

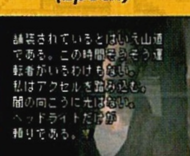




Mail de Cute (Konami)



Mugen Kikou Zero Tours (Media Ring)

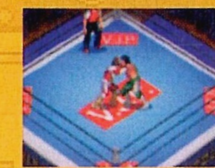


Silent Hill (Konami)



Tweety (Kemco)

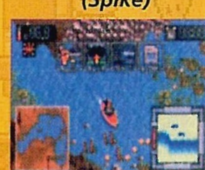
SPORT



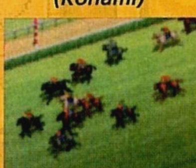
Fire Pro Wrestling (Spike)



Golf Master (Konami)



Super Black Bass (Starfish)

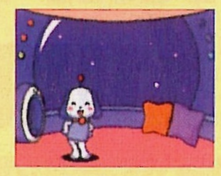


Winning Post (Koei)

VIRTUAL PET

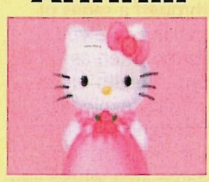


Digi-Com (Media Works)



Star Communicator (Konami)

AHHH...



Hello Kitty (Imagineer)

ARCADE



Game Boy Wars (Nintendo)

PLATFORM



Castlevania (Konami)

Pinobii no Daibuken (Hudson)

RACING



F-Zero Advance (Nintendo)



Mario Kart Advance (Nintendo)



Pocket GT (MTO)



Wai Wai Racing (Konami)



Top Gear GT (Kotobuki)

Mario Kart Advance

GBA!

From: Nintendo



Bowser lays multiple banana skins on a twisty Ghost House track.

As one of the best multiplayer games ever made, *Mario Kart* (on both SNES and N64) has probably spent more time in cartridge slots around the world than anything else.

Last month we printed a shot which led us to believe that the GBA version would play like the SNES version, but the game's changed a lot since then, and now we've played it, *Mario Kart Advance* seems to be closer to the N64 version.

It's too early to tell what will happen by the time the game is finished, as it's currently just 30% complete, but we've played the four-player versus mode and we can confirm it's going to be one of the must-have games for the system. In fact, Nintendo really ought to bundle it with the GBA hardware, because every GBA owner will want a copy.

Some of the weapons (including spinies and triple shells) aren't working properly at the moment, and the promised weather effects have yet to be implemented. But Nintendo were just showing the game to demonstrate the machine's four-player capabilities. Still, as a taste of the future, *MK Advance* was as appetising as they come.



Trackside objects are scaled by the hardware, so it's very smooth.

Spaceworld visitors enjoy a preview of the fantastic four-player mode. Lucky so-and-sos.

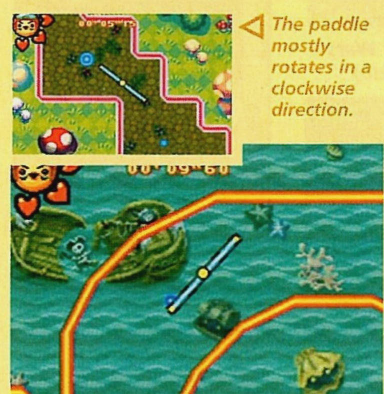
Kuru Kuru Kuru Rin

GBA!

From: Nintendo

The big surprise among the first batch of GBA games was *Kuru Kuru Kuru Rin*, a genuinely original puzzle game that might just live up to the 'new *Tetris*' tag every handheld puzzler seems to get lumbered with.

The paddle mostly rotates in a clockwise direction.



The aim of the game is to steer a rotating paddle through a series of twisting mazes, making sure you don't hit the walls too often as collisions reduce your health meter until your paddle finally explodes.

It's very well designed. Before each section of winding corridors there's usually a large area where you can rest your paddle until it's pointing in the right direction. Then you have to zoom through the maze, using the most delicate of taps on the D-pad to make sure you weave around the corners with mere pixels to spare – and against the clock too.

The only remotely similar thing we've seen is *Denryu Ira Ira Bou* (**N64**/12, 65%), but this is an awful lot better. Let's hope *Kuru Kuru Kuru Rin* is one of the UK launch titles.

You need to be quick to make it past corners like this.

Wai Wai Racing

GBA!

From: Konami

There are reflections in shiny floor surfaces. It looks lovely, doesn't it?



Just like the original Mario Kart. Brilliant.

It'll probably be known as *Crazy Karts* (or something similar) when it arrives in this country, but don't be fooled – at the moment this seems likely to be the closest thing to the original SNES *Super Mario Kart* we'll see on GBA.

It's a wickedly fast racer, starring various Konami favourites (including several characters from the Goemon series) and featuring some outlandish weapons. If you've ever dreamed of blasting Ebisumaru with a Magical Pig Beam, this is the game for you.

The handling is spot-on, even in the unfinished version Konami have been demonstrating, and the GBA throws around the simplistic graphics and backgrounds at a terrifying pace.

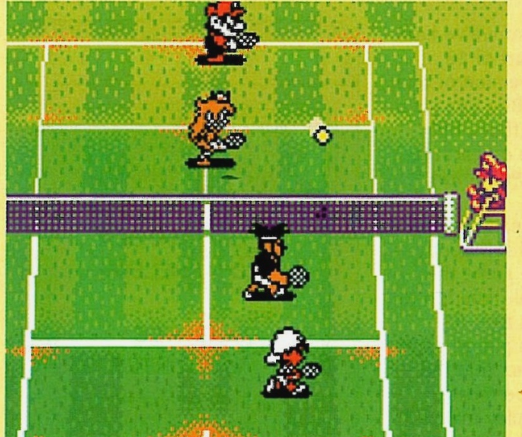
This is already a lot better than the average *Mario Kart* clone, and by next March it could even give *MK Advance* a run for its money.

Mario Tennis



△ There are lots of these tennis clubs to find.

From: Nintendo **Link-up:** Yes **Colour:** Only **Out:** February 2001

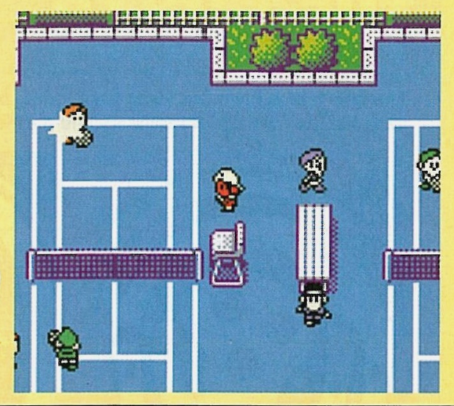


◁ Mario and Peach take on two of the new characters.

Unbelievably, *Mario Tennis* on the Game Boy plays almost *exactly* the same as the magnificent N64 version. The control system is virtually identical, with only the Z-trigger 'unlock' feature missing.

As we had expected, the game works like the portable version of *Mario Golf*, with an expansive RPG mode to explore. You choose one of four characters at the start, then play in practice matches until you've earned enough experience points to take on the masters.

There are various minigames to play as you stroll from clubhouse to clubhouse, characters to meet, bonus mushrooms to find and a Transfer Pak data exchange option. It's top stuff.



It's all happening on the practice courts. Perhaps we should challenge someone. ▷

Totoko Hamu-Taro

From: Nintendo **Link-up:** Yes **Colour:** Yes **Out:** November (Japan)

Four hamster games (including *Hamster Paradise 3*) were shown at Spaceworld, the pick of which seemed to be Nintendo's impossibly cute *Hamu-Taro*, endorsed by Japan's most celebrated hamster.

Like most of the latest crop of cute rodent sims, there isn't much of a game in there. It's more of a virtual pet type of thing, with hamster-related activities (such as grooming and eating sunflower seeds) and a rather sweet horoscope feature which rates your friends' compatibility with you and arranges them into top ten order. It's guaranteed to make you feel all mushy inside.

A UK release seems unlikely at the moment, but you never know – everybody used to think Pokémon was too Japanese to succeed in the West.

Two hamsters find love in Hamu's house of cuteness. ▷



△ Ahhh...Hamu! Look, its cheeks are full of seeds!

Zelda Triforce Series

From: Nintendo **Link-up:** Yes **Colour:** Only **Out:** Mid-2001



△ Graphics and enemies are very similar to the previous game. It's the story that has really changed.



◁ Link has been a bad boy, and is about to get spanked.

The ambitious trilogy of Zelda games has been not only delayed but also slimmed down to a mere two-parter, comprising the *Mysterious Tree Nut Chapter* and *Sky Chapter*.

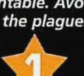
They're due to be released together rather than three months apart as originally planned, so the developers at Capcom seem to have run into a few problems. But what we've seen of the games so far suggests that the new Zeldas won't disappoint fans of the series.

The dungeons are large and plentiful, and the storyline in one cart is still set to change depending on what you do in the other. A password system will be used to synchronise events.

YOUR ULTIMATE BUYING GUIDE

Five Star Scoring

5	4	3	2	1
A simply fantastic game, and an essential purchase.	Well worth a look, this is an excellent title.	Some problems, but almost certainly good fun.	Flawed. Probably not worth bothering with.	Utterly lamentable. Avoid like the plague.

Pokémon Pinball

From: Nintendo **Price:** £25 **Save:** On-cart **Link-up:** No **Colour:** Yes **Out:** Now

THE TABLES

The two tables have the same basic rules, but each has its own set of monsters and a different difficulty level.



RED TABLE
The Red table is the most challenging one, as it can be hard to get the ball in the Bellsprout hole to start Catch 'em mode. The slots above the Voltorb bumpers sometimes get blocked off too, making life doubly difficult.



BLUE TABLE
Things are much easier here. There are only two tight loops to hit, and a magnetic arrow in the centre of the table sucks the ball into either the Cloyster Catch 'em hole or the Slowpoke to start Evo Mode. We prefer it.

At last, it's here. That we've had to wait the best part of 18 months for a UK version of one of our favourite Game Boy titles is a pretty dismal state of affairs, but finally, in the last place on earth to get an official release, *Pokémon Pinball* has landed.

We reviewed the Japanese version in **PGB**/5, and remained sufficiently impressed to award the game the number six slot in our all-time top ten just a couple of months ago. It's probably the best video pinball game you can buy, and the fact that the whole Pokémon thing permeates every part of the gameplay makes it so much more than just a revamped version of *Kirby's Pinball Land*.

The object of the game is to catch Pokémon, which you can make appear in front of your flippers by hitting the right sequence of targets. Then all you have to do is bash the monster three times, lighting the letters CA-TC-H! (the original G-E-T sounded, erm, catchier) and snaffle it up inside your Pokéball. Once you've got a creature, you can evolve it into something else by hitting another, more difficult, target sequence, or you can try to catch something a little more unusual. Just like the ordinary Pokémon games, certain monsters are rarer than others, and you'll probably have caught a hundred Pidgeys and Ekans before you see your first Snorlax or Porygon.

The two tables are compact and impeccably designed, featuring just two screens each. Instead of scrolling to keep up with the ball, the screen flips to the next half when it nears the

THE POKÉDEX



The goal in *Pokémon Pinball* – apart from getting ridiculously high scores – is to fill your Pokédex with 151 monsters. They're all here, even Mew, and we'd love to know what happens when you finally complete it. Anybody…?

FEATURING…



PIKACHU
Pikachu sits in the gutter at the side of the table. Keep him fully charged up with electricity and he'll zap your ball back into play if it rolls down the lane he's guarding.



SLOTS
Light the letters C-A-V-E by getting the ball down the gutter lanes, and a slot machine hole will open. Lighting C-A-V-E again before you enter gets you better prizes.

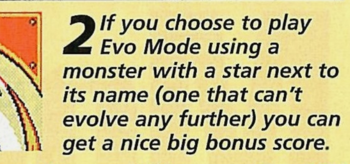


UPGRADES
The three lanes above the bumpers have lights which, when lit, upgrade your ball from a basic Poké model right up to Master level, awarding a big multiplier bonus.

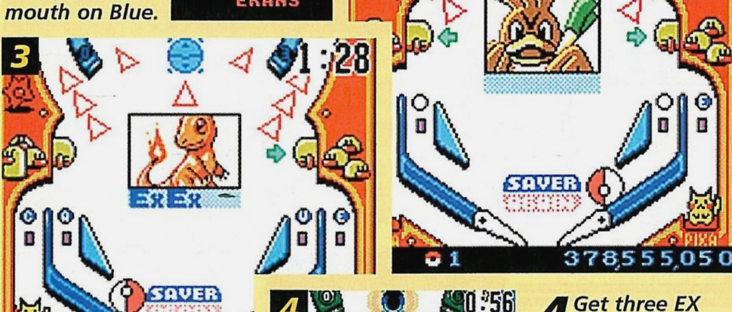
MUTATE AND SURVIVE

Some Pokémon can't be captured during Catch 'em mode. You have to evolve them from basic monsters in your collection.

1 Whack the ball three times around one of the loops and into the Evo hole – behind Ditto on the Red table and in Slowpoke's mouth on Blue.



2 If you choose to play Evo Mode using a monster with a star next to its name (one that can't evolve any further) you can get a nice big bonus score.



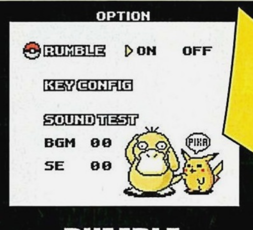
3 Hit the arrowed targets, then flip the ball around one of the loops to get the EX icons. If Ball Saver is lit, just let the ball down the middle.

4 Get three EX icons and the evolution is almost finished. All you need to do now is hit the ball into the hole and you've got a new addition to your Pokédex, plus loads of points.

mid-way point – presumably to avoid any blurring problems on original Game Boys, as *Pokémon Pinball* works on old monochrome machines too. The targets and loops are placed so that it's possible to fire the ball just about anywhere you want and hit the right spots without having to trust your luck too often. Assuming you're in form, of course. Like a real pinball table, every game has a few of those horrible moments when the ball won't stop bouncing around the bottom of the screen, and those are the times when the thing is most likely to shoot straight down between the flippers and out of play. The best players should be able to tilt the table enough to keep the ball on the correct side of the flippers.

It's an excellent cart, and if you enjoy pinball we suggest you get hold of a copy as soon as possible. Everyone who bought an import version will have a bit of a head start on you as far as high scores are concerned (turn to page 45 and stare in amazement), but even if it'll be a while before you notch up your first billion-point game, you can't fail to have fun getting there.

5



RUMBLE

The built-in rumble effect activates whenever the ball hits a bumper or similar target. When Pika shocks the ball out of the gutter, the whole Game Boy shakes like crazy.

BONUS GAMES

Four bonus tables provide a change of scenery at certain points within the main game. Check out the two most common ones.

MEOWTH STAGE

The aim is to knock the coins off Meowth's head and collect them using the ball. Each hit on Meowth releases a coin, and if you can collect a load of them without touching Meowth, you get a bonus multiplier.



DIGLETT STAGE

You'll either finish this first time or lose the ball within a couple of seconds. The object is to knock out all the Digletts – which can be pretty awkward when they're so close to the flippers – then hit a Dugtrio.



Don't miss Diglett's table. If you don't go down the hole quickly, it vanishes.

If we can hit that Pikachu one more time, it's ours.

We changed our plain old Ekans into an Arbok.

There's no point in hanging around. Go!

This time it'll be Mew. We can just feel it.

YOUR ULTIMATE BUYING GUIDE

Five Star Scoring

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A simply fantastic game, and an essential purchase.	Well worth a look, this is an excellent title.	Some problems, but almost certainly good fun.	Flawed. Probably not worth bothering with.	Utterly lamentable. Avoid like the plague.



Harvest Moon 2

From: Natsume **Price:** £25 **Save:** On-cart **Link-up:** Yes **Colour:** Yes **Out:** October

Ahh, *Harvest Moon* – prince among farming games. Regular readers will know just how highly we rate this adorable series, and having come to terms with the UK cancellation of *Harvest Moon 64*, we reckon the new Game Boy version has to be the next best thing.

As ever, your mission is to transform your plot of earth from dusty wasteland into green pastures and row upon row of delicious vegetables. But before the asparagus can begin to grow and the cows can munch on top quality grass, you've got a lot of hard work to do. The farm is littered with rubble which needs to be cleared before you can start your agricultural master plan, and even when you think you've finally made a good job of it, there's a constant battle against the encroaching weeds.

Naturally, the more back-breaking labour you put in, the more you get out of the game. There's much more to do than in the previous *Harvest Moon*, with a more advanced range of options and a larger playing area. There's a forest, a lake and a large town with a library filled with photographs of fish and insects you've caught. There are pastures for you to exercise your animals in – you even get to call them back inside after an evening's grazing. With so much going on, it's easy to lose yourself and forget one of your chores. We left our chickens outside one night, and when we woke up in the morning, they had all vanished. Foxes, probably.

We'll buy some sheep to replace them, just as soon as the latest crop of watermelons is ready. Then we'll use the money we raise from selling wool to build a hothouse for growing herbs and flowers. After that, the cash should start rolling in and an extension to the old farmhouse could be in order. The only things missing from the N64 version are the dating game and some of the character interaction – things which will be present in the forthcoming *Harvest Moon 3* (on show at Spaceworld). Until then, this is the pinnacle of handheld farming, and one of the best games we've played in the Game Boy's finest ever year.





You need to buy a butterfly net before you can catch insects.



The only way to get all the insects and fish is by trading with River King 2.

Spend too long in the rain and you'll catch a cold, then can't work for a day.



As ever, the festivals are an excuse for drinking.

The horse is too small to ride at the moment. We'll just have to wait.





MOONSHINES

It's best if you discover the game's many new features for yourself, so we won't spoil it. Here are a few things you'll find very easily, though.



GAMES

Complete certain tasks and you'll get to play a bonus game such as the Mole Bash round pictured here. You can then buy the game cart from the tool shop and play it on your SNES at home.



FISH

The fishing rod is a very good early purchase. You can earn loads of cash by putting fish into the shipping bins, or you can store them in your pond for a mystery bonus later on.



MAP

It's lots bigger. Not so big that you'll ever get lost, but pretty impressive all the same. Note the pastures behind the animal sheds, the town square and the spooky hills to the north.



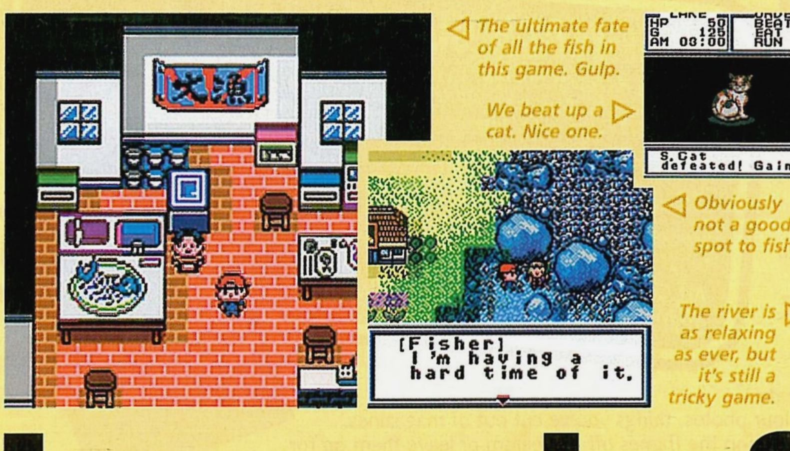
MENU

You can check on the happiness of your animals, view your inventory and scroll through a list of very handy hints and tips. Best of all, you can now carry up to four items at once.



TOWN

The town is more like the one in the N64 version, with lots of shops, a library and some wandering characters that come out with some very strange chat-up lines.



The ultimate fate of all the fish in this game. Gulp.

We beat up a cat. Nice one.

Obviously not a good spot to fish.



The river is as relaxing as ever, but it's still a tricky game.

Legend of the River King 2

From: Natsume **Price:** £25 **Save:** On-cart **Link-up:** Yes **Colour:** Yes **Out:** October

ANGLING

The fishing mode is exactly the same as in the original *River King* game. You select your equipment, bait your hook and wait for a fish to take an interest in the tasty morsel on offer. Then you just reel it in, slowly and carefully.

Pull on the line when the fish has tired. This one's hooked.

When the Mountain God and the Sea God team up to steal the Heaven Jewel and split it into two halves, it can't be good news for the local fishing industry. It means an earthquake and tidal wave are on the way, and only a couple of fish-crazy kids can save the day.

That's the story behind this absorbing combination of fishing sim and RPG. As one of the two kids in question, you have to search for the pieces of the Heaven Jewel, a quest which will eventually lead you to the fabled River King itself. The only way to make any progress is by catching and selling increasingly bigger and more valuable fish. The more money you make, the better the equipment you can buy, which will help a lot when you get past certain puzzles and move deeper into the game.

There are two different routes into the River King's domain, depending on which kid you choose at the start. The gameplay is essentially the same for each of them but the characters and landscapes change, as do the types of fish you can catch. You'll need to talk to everyone you meet to get essential information about the sub-quests that need to be completed before you can move on. There are lots of them too, involving flower-collecting, bug-catching and fried tofu, among other things. We particularly liked the one where an old woman asked us to collect five green grasshoppers for her grandson's lunchbox. Poor boy.

QUESTING

Every person you come across has some useful info or an actual quest for you to embark on – so don't walk past any new characters without stopping for a quick chat. You never know when you're going to meet someone who knows about the Heaven Jewel.



There's loads for you to do here, and even if you never find the Heaven Jewel, the fishing game is worth playing on its own. You can also link up the cart with *Harvest Moon 2* and unlock secrets by trading rare flowers and fish between the two games. *Legend of the River King 2* is filled with quirky Japanese touches and a great sense of adventure. Lovely.

5



It costs good money to stay at a hotel.

This girl has some sort of eating disorder.

A fisherman's junk and tackle shop.

The quest begins in the back garden.



TEACH US SOMETHING!

Have you discovered a way to achieve a really cool special effect? Perhaps you've devised an unusual method of turning your friends into muties. Or maybe you have a couple of useful technical hints and tips. If so, we want to hear about them. Tell us what do to, preferably with some stickers to illustrate the results, and we'll print the best ones here. And send you an **N64** pin badge for your troubles. Nice. Send your tips to:

Art Class, Planet Game Boy, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

Back in N64/37, we ran a feature about interesting Game Boy Camera techniques and asked you to tell us some of your own favourite tricks. Five months later, Adel Tas showed us how to make Hot Spot games, and five months after that, Colin Dodd of Wallasey – the very chap on the left here – has sent in this very creative idea. So Art Class is now officially a regular event!

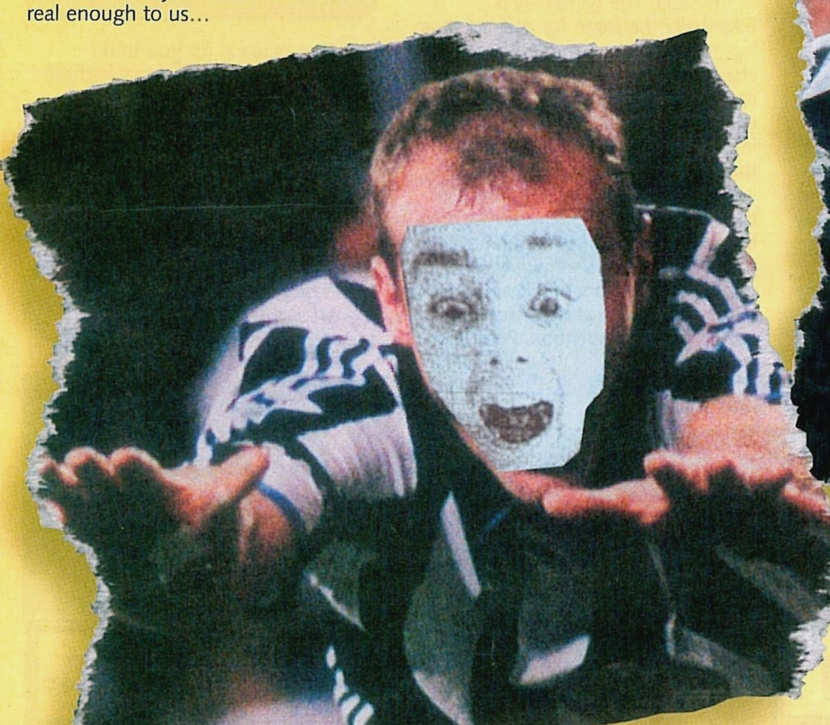
The concept is brilliantly uncomplicated. Just use your own stickers to doctor colour photos, things you've cut out of magazines, pictures of friends, animals or whatever. Chop the frames off for realism or leave them on for an arty effect. Excellent.

ART CLASS

CELEBRITY SKIN

SHEARER

This pic, which some analysts suspect might be a rather sophisticated fake, shows Kittsy celebrating after rattling in yet another Premiership hat trick in front of the Sky TV cameras. It looks real enough to us...



BRAD

After yet another week in the sunshine, Andrea brought home this photo of her holiday romance to 'prove' that she didn't waste all of her time asleep on the beach. That happy smile on Brad's face – it's almost as if he's hypnotised by cute Ms Ball's editorial charms.

Turok 3



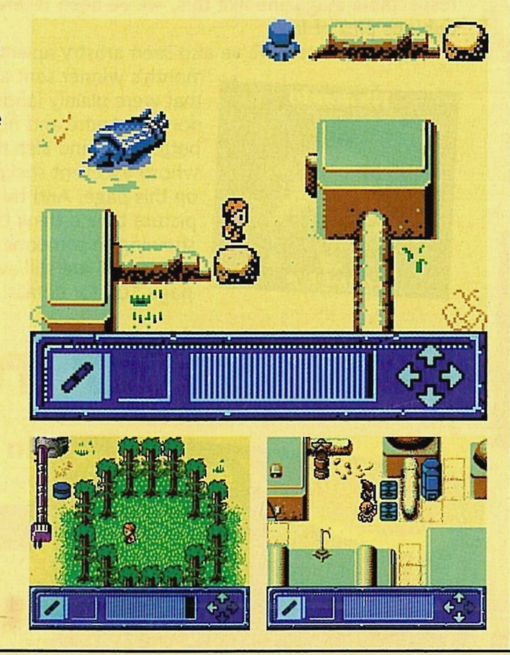
LEVEL CODES

Those rampaging dino hordes getting you down? Here's a full list of passwords that ought to see you through fine...

Level 2	SDFLMSF
Level 3	DVLFDZM
Level 4	VFDSGPD
Level 5	CSDJKFD

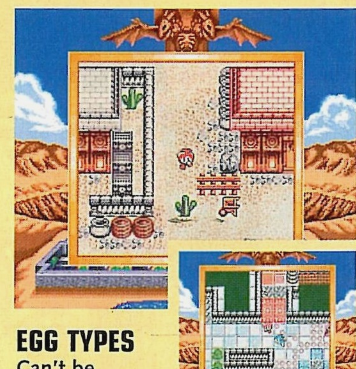
Star Wars: Yoda Stories

The Force certainly isn't strong with this one. Still, if you're itching to make it as top apprentice to the diminutive mystic green one, these passwords ought to help you along your path to enlightenment.



2. XKJ
3. GJP
4. TDM
5. WTM
6. ZBV
7. QTC
8. TGR
9. VDP
10. BFG
11. FNP
12. STJ
13. FTG
14. BLP
15. YSF

Azure Dreams



EGG TYPES

Can't be bothered to X-ray every single egg that comes your way in this tricky little RPG? Here's a complete list of the egg types and their juicy contents to help you get familiar with your, er, familiars.

Cutesy egg – Wump or Octos
Friley egg – Genny
Check egg – Mushrom
Eyeball egg – Fireball
Polkadot egg – Analoeba
Splotchy egg – Daymare
Swirly egg – Soilclaw
Whirl egg – Balloon
Star egg – Frost
Zebra egg – Naprus
Paisley egg – Noise
Heart egg – Nyuel
Apostrophe egg – Flame
Camouflage egg – Troll
Floral egg – Blume
Spotted egg – Arachne
Triangle egg – Galelop

X-Men: Mutant Academy





If the usual mutant suspects just don't cut it for you, access two hidden characters by entering these at the title screen.

Phoenix:	Down, Right, Down, Up, Left, Right, B, A
Apocalypse:	Right, Left, Up, Down, Left, Up, B, A

HIGH SCORES

After a few quiet months, those *Pinball* scores have gone through the roof. Are the chart-busting 'P' brothers for real? Superhuman scoring, guys.

POKÉMON PINBALL

Red
76,815,499,750 Zach P
26,039,336,000 Robbie Klijn
10,959,250,700 Zamir Bandali
9,679,976,550 Mario P
9,582,100,850 Josh Matthews
Blue
398,190,823,500 Takis
30,907,870,000 Robbie Klijn
17,107,294,950 Swee Ling Khow
15,240,391,550 Zamir Bandali
10,284,984,100 Yuen Tsang

MARIO DELUXE

Challenge
1,303,650 James Holt, Halifax
1,285,750 David Noble, Belfast
1,281,100 Ian Shaw, email
Super Player
1,283,650 Joseph Cayzer, Australia
490,800 Ian Mitchell, Knaphill
456,150 Phil Wakely, Exeter

TETRIS DX

40 Lines (level 0)
1:26 Richard Ford, London
1:28 Alan McMonegal, Glasgow
1:32 Nick Bec, Salisbury
Ultra (level 0)
24,391 Alan McMonegal, Glasgow
22,059 Nils Skuncke, Norway
21,488 Richard Ford, London
Marathon (level 0)
4,396,921 Alan McMonegal, Glasgow
4,101,580 Nick Hiom, Thetford
2,559,613 Richard Ford, London
Marathon (level 9)
6,395,775 Alan McMonegal, Glasgow
6,120,591 Paul Curtis, Hull
3,322,821 Richard Ford, London

GAME & WATCH GALLERY 3

Mario Bros (modern)
1058 Jonathan Denne, Stansted
494 Simon Garner, Australia
Egg (modern)
927 Jonathan Denne, Stansted
745 Rachel Shepherd, Barnsley
Turtle Bridge (modern)
622 Jonathan Denne, Stansted
580 Leigh Madden, Hull

Scores wanted!

Send your high scores to: **Planet Game Boy (high scores), N64 Magazine, 30 Monmouth St, Bath, BA1 2BW.** If you're online, email us at **n64@futurenet.co.uk**

Game Boy Gallery

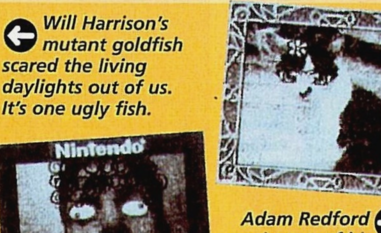
WINNER!

André Caldeira Pereira sent these fantastic shots. Try covering up half of the face above… And how on earth did he get his cat and dog to play *Pokémon* like that?





Will Harrison's mutant goldfish scared the living daylights out of us. It's one ugly fish.



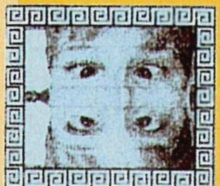
The cat that walks by itself, courtesy of Kris Agrawal from Croydon.





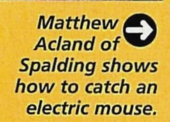
James Bishop sent us this unwashed mutie.

Adam Redford in one of his more tuneful moments. Lovely.



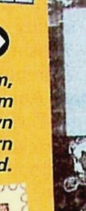
Eyes without a face, from Stuart Johnson of Dereham. That's the kind of thing we like to see.

Matthew Faulder's indisputable evidence. The truth is out.





Matthew Acland of Spalding shows how to catch an electric mouse.



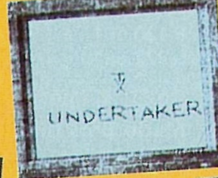
A really unusual alien life form, straight from Chris McGeown of Northern Ireland.



This looks like a scene from one of those 'just say no' adverts. Sam Oakley is the snapper responsible.



Kayleigh Money, not waving but drowning. Glug glug and all that.



What? Why? It's from Alastair Keith, and it's very strange indeed.

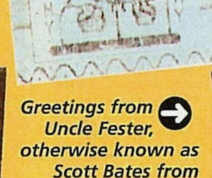


Kris Tate of Newcastle snapped this monster. Hope you didn't tread in it. Kris!



Ollie Swinton from Solihull gains the haircut of his dreams… A real Fletch moment there.

This was 'very difficult' to draw. Keep trying, Philip Griffiths. You'll get it right one day.

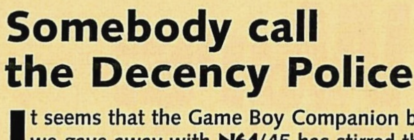


A Leo Urbanski creation. What on earth is it?

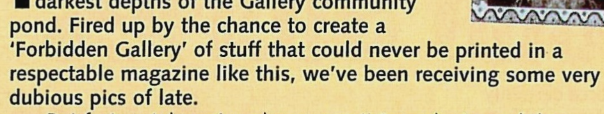


Greetings from Uncle Fester, otherwise known as Scott Bates from Northampton.

Somebody call the Decency Police



It seems that the Game Boy Companion book we gave away with **N64**/45 has stirred the darkest depths of the Gallery community pond. Fired up by the chance to create a 'Forbidden Gallery' of stuff that could never be printed in a respectable magazine like this, we've been receiving some very dubious pics of late.



But fortunately we've also seen artistry aplenty, and this month's winner sent a couple of pics that were plainly labours of love. Well done to André and his mysterious better half, and also to everyone else whose excellent stickers are featured on this page. And to anyone with a picture they'd think twice about showing to someone else, back issues of **N64**/45 are still available. Turn to page 106 for details.



Send us your freaks



In association with

JOYTECH

Get creative! Point your Game Boy Camera at something interesting, print it out and pop it in the post. We'll print as many of them as we can fit on the page, and our monthly favourite wins an Action Pack courtesy of those kind folks at Joytech (01525 244 200 or www.joytech.net), containing a mains adaptor, rechargeable battery, light magnifier, carry case and a clear purple link cable. Not a bad little haul. Send your pictures to:

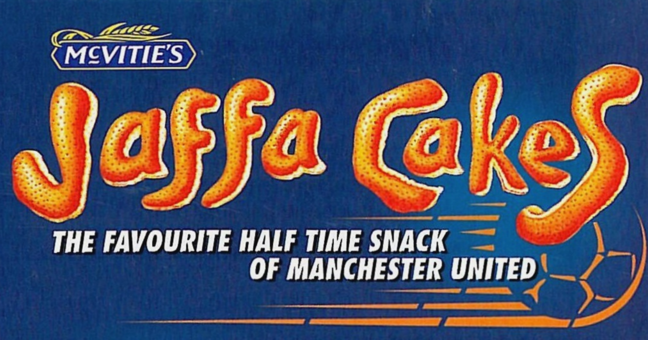
Game Boy Gallery,
Planet Game Boy,
N64 Magazine,
30 Monmouth St,
Bath, BA1 2BW.




EVERY MONTH – ONLY WITHIN THE PAGES OF N64

DEADLY, ONCE THEY'RE IN THE BOX.

Trouble is, McVitie's Jaffa Cakes are so delicious you'll want to do all the finishing yourself. One taste of that great centre and you've just got to go for a double, or a treble. No wonder they're Man United's favourite half-time snack, especially as they're high in energy and low in fat. And here's your chance to join Man United on a special training day. There are over 100 places to be won, so see packs for details or visit www.manutd.com/jaffacakes.



THE LATEST UK N64 GAMES REVI

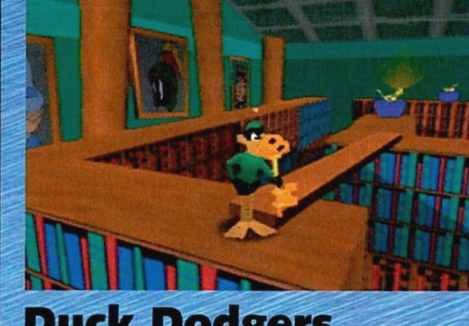
N64 MAGAZINE ARENA

Mario Tennis

Find out why this is the best game since *Perfect Dark*.



GO TO PAGE 50



Duck Dodgers

Desthpicable? Or delectable? Daffy makes his debut on N64.

GO TO PAGE 56



F1 Racing

Does this latest F1 offering take pole position, or stay in the pits?

GO TO PAGE 58



Don't forget to visit the IMPORT ARENA

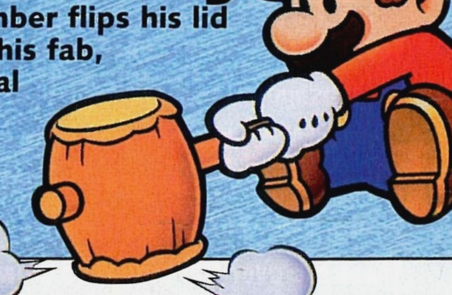
The games they're playing in America and Japan.



Mario Story

The portly plumber flips his lid (and ours!) in this fab, two-dimensional action RPG.

GO TO PAGE 62



EWED, RATED... AND COMPLETED!

How it works

Team **64** are gaming experts. They can play games and finish them, make definitive judgements *and* write it all down in a clear and entertaining way.

ESSENTIAL INFORMATION

Our reviews are the biggest and best in the world. But you'll need to know a few things before you start...

INFO BURST

METROID 64

FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	20 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

April | May | Nov

COST: £40

THE INFO BURST

Look for this box on all our reviews to get an idea of whether the game in question uses N64 peripherals like Controller and Expansion Paks. Also, we'll tell you whether it works with the new Transfer Pak, when it's out, over here and in Japan and the States, and how much it costs.



Having trouble finding a game?

Try CA Games on **0141 334 3901** and they should be able to help with all your UK and import N64 needs. Remember to tell them we sent you!

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a hurry, you can always just use our Verdict box!

PLUSES AND MINUSES
These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.

IF YOU LIKE THIS...
The N64 has hundreds and hundreds of games – some of which will be similar to the game we're reviewing. So, in order for you to easily seek out another title of the same type, the 'If you like this...' box gives you an alternative choice. For example, if you liked *GoldenEye*, you might also like *Turok 2* or *Quake II*.

VISUALS What does the game do with the N64's stunning graphical power?

SOUNDS How good are the game's sound effects and music?

MASTERY How well does the game make use of the N64 and its incredible hardware?

LIFESPAN Will the game last you for months or a matter of hours?

VERDICT An overall opinion of just how good the game actually is. Plus, of course, a score.

pluses & minuses

+ Amazing levels.
− Appalling music.

If you like this...

Mickey Mouse 64
Rare
N64/45, 96%
Amazing *Mario*-beating Mickey Mouse-a-thon.

9 VISUALS
8 SOUNDS
8 MASTERY
7 LIFESPAN

VERDICT



HOW N64 SCORES A GAME

Because N64 carts are so expensive, we won't award our Star Game badge until we know you'll be getting your money's worth.



85% and above
Only after playing a game right through to the end will N64 Magazine consider awarding it a Star Game badge.

84% - 70%
If we award a game 70%-plus you can be sure it's fantastic fun, if not perfect, and well worth thinking about adding to your collection.

69% - 50%
Every so often a game comes along that's perfectly playable, but just not special in any way – and simply doesn't make good use of the N64.

49% - 20%
Here you'll find games that are lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place. These are to be avoided.

19% - 0%
The disaster zone. There have been a couple and we've not shied away from giving them the firm kicking they deserve. Absolute, wretched crud.

TEAM 64

Having played little else other than the fantastic Mario Tennis *this month, it was only right that Team* **64** *should take to the courts for some Maz-tastic tennis action.*



ANDREA BALL
The real Daisy wouldn't hit her doubles partner with a tennis racquet. Bally, however, does so on a regular basis.
GAME OF THE MONTH
Mario Tennis



JUSTIN WEBB
Erstwhile Devil Boy Justin looks dressed to kill. Or, more likely, dressed for a Depeche Mode concert.
GAME OF THE MONTH
F1 Racing



MARK GREEN
"Woo-hoo!" yelled Mark, his lustrous 'tache curling skywards with pleasure. "I am the greatest! And the tallest!"
GAME OF THE MONTH
Mario Tennis



DARK MARK
"I'll cut you down to size," said Dark Mark, slicing off poor Greener's legs with his sharpened bat. "Ow!" cried Mark.
GAME OF THE MONTH
Duck Dodgers



MARTIN KITTS
Turning into a Boo and hiding behind the intimidating Bowser did little for Kittsy's conversational skills. "Ch-ch-rr!"
GAME OF THE MONTH
Mario Tennis



PAUL EDWARDS
"Look at my hair," said Paul, shaking his tresses. "I wash it in the sea when I go surfing, so it's slick with industrial waste!"
GAME OF THE MONTH
F1 Racing



ALAN MADDRELL
The mask reminds Alan of his time in the theatre, where he used to ponce around in tights looking like a fool. Happy days.
GAME OF THE MONTH
Mario Story



STEVE JALIM
L'il Steve's cousin, L'il Kim, is a famously naked lady rapper. Steve himself rarely wears clothes in the office.
GAME OF THE MONTH
Duck Dodgers



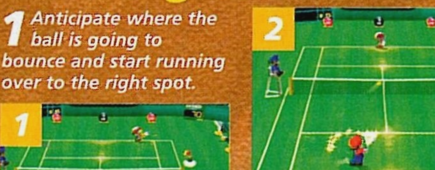
GERAINT EVANS
Youthful new boy Geraint joins us from Nintendo World, and so boosts the office Welsh/English ratio to 2:6.
GAME OF THE MONTH
Mario Tennis

PREVIOUSLY IN N64 We gave the Japanese version a thorough Special Investigation in last month's issue.

Poor Birdo's in the firing line as Wario hits a massive smash.

Daisy's one of the cheeriest characters. Isn't she adorable?

You don't have to team up with a loser. Any combo is possible.



TWIN TACTICS

Master these two techniques and you'll be a *Mario Tennis* ace!

Perfect groundstrokes

1 Anticipate where the ball is going to bounce and start running over to the right spot.

2 As you approach the ball, select your shot and slide into position before you lock up.

3 Choose a direction. The earlier you selected the shot, the more angle you'll get.



Simple smashes

1 High returns are marked with a star. When this happens it should be possible to win every point.



2 Move just behind the star and begin charging a power shot. Watch your opponent squirm.

3 As long as you don't leave it too late and hit the net, the smash will be virtually unplayable.



MARIO TENNIS

N64 MAGAZINE STAR GAME

INFO BURST

MARIO TENNIS

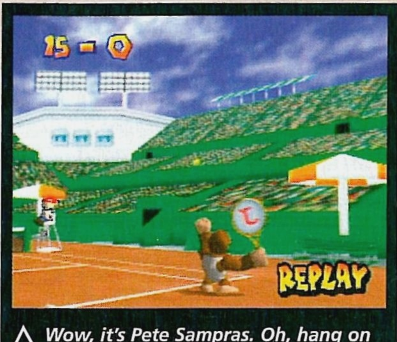
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✓

WHEN'S IT OUT?

US	UK	Japan
Now	Nov	Now

COST: £45

Nintendo's Grand Slam smash.



Wow, it's Pete Sampras. Oh, hang on a moment. That must be DK Junior.

If ever a sport was perfectly suited to the confines of a videogame, it's tennis. You can fit the entire playing area on the screen, unlike football or ice hockey, so you can plan strategies just like the top players do in real life. You don't have a team filled with computer drones to slow you down or do most of the hard work. If you win a point, it's because you out-thought your opponent.

The original home videogame, *Pong*, was based on tennis, and the concept has evolved ever since, from classics such as Nintendo's *Super Tennis*, Namco's *Smash Court* and Sega's *Virtua Tennis*.

And now Camelot – the same people who brought us the superb *Mario Golf* – have come up with what might well be the best of the lot. Deceptively easy to learn, and packed full of fun, gameplay and some of the cutest characters in the world. It's-a *Mario Tennis*…

Smaller Kong gets the better of Bigger Kong in this match.

PIRANHA CHALLENGE

This is a brilliant way to learn the controls and perfect your passing shots. The Piranha Plants spit balls from the back of the court and you have to return them without letting the computer player get its racquet to them. We were fairly bad at it to begin with, but after discovering that the trick is to select a shot as early as possible in order to get lots of power and angle on it, we soon hit the perfect 50 mark. The reward – a special practice court to commemorate the achievement.

Nice shot, Shy Guy.

Little DK Jr makes a devastating net player against weaker folk.

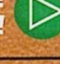
Hit the ball just right and you'll see fireworks.

Baby Mario gives normal Mario a sound beating.



VIRTUAL BOY

This isn't Mario's first venture into the sport. Back in 1995 he appeared in the excellent *Mario's Tennis* for the ill-fated Virtual Boy 3D console. The game featured many of the same characters, including DK Jr, Peach and a wingless Koopa Trooper. In the instruction book the brothers themselves wore skin-tight white tennis gear instead of their usual dungarees, making them look as if they'd forgotten to put any clothes on over their undies. What a nightmare! Turn to page 15 for more details.

GO! GO!




△ Daisy sobs after losing a single point.

◁ Luigi always seems very relaxed.

△ A match between the two strangest players in the game. They're very odd.

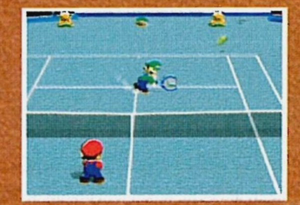
NEW BALLS PLEASE

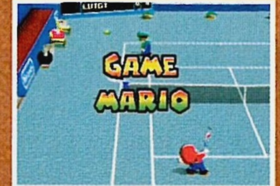
Since last month's Special Investigation some stuff has been renamed.

All-rounders

Mario, Luigi

Ever sympathetic to Luigi's plight as the 'forgotten brother', Mark tends to go for the green plumber every time. He and Mario make a truly formidable doubles pairing.





Speed





Birdo, Yoshi, Baby Mario

These three characters are faster and more agile than most, with pretty respectable power too. Pink dinosaur thing Birdo (formerly known as Catherine) is Andrea's favourite player.

Technique

Waluigi, Daisy, Toad, Peach

Perfect for players who favour accuracy over strength. Alan, despite being utterly incompetent at the game, goes for the expert Waluigi. Daisy or Peach are more sane choices.





Power





Wario, Bowser, DK

Donkey Kong's unsettlingly fast serve makes him Steve's character of choice. And the fact that Martin, the office *Mario Tennis* champ, picks Wario says a lot for the merits of the power hitters.

Tricky

Boo, Paratroopa

Formerly Teresa and Pata Pata. These characters are highly specialised, and their floaty handling and wickedly curving shots set them apart from the earthbound players.





Special





DK Jr, Shy Guy

The two hidden characters aren't all that hard to unlock but we'll leave it up to you to find out how well they play. Shy Guy was known as Hey-Ho in the Japanese version.

BOWSER'S STAGE



This is the one part of the game we're not really keen on. The court tilts as the players run around on it, which is a nice touch, and you're supposed to use the power-ups to shoot at the other players.

Unfortunately the power-ups are fairly weak and you're more likely to lose the point yourself if you waste time thinking about aiming shells at your opponent. You might as well just play a normal game of tennis on a tilting court, in which case the large power-up boxes are an annoying visual distraction.

RING SHOT





The four Ring Shot modes are excellent. You compete to clear a set number of rings within a single game, a time limit or a certain number of balls, and there's a fiendish final variation where the rings are worth more points when they're tiny and less as they grow larger and more hittable. With five progressively more difficult categories in each mode, there's a total of 320 Ring Shot flags to be won. Getting the lot is going to take ages.



SHORT TENNIS

Judging by what we've seen of it so far, the Game Boy version works just like *Mario Golf*'s portable cousin. That means there's a huge RPG mode with plenty of secrets to find, tennis clubs where you can enter tournaments and challenge the local pro, some bonus games and quests, plus a character creation mode. There are four player types to choose from, and once you've created your raw novice you can transfer him/her into the N64 to gain some experience playing in the four tournament modes.



Crucial points like this put you under a lot of pressure.



What a nice picture of Teresa, the lady Boo. Smile for the camera.





DK Jr's power shot effect makes leaves fly out of his tennis racquet.



Looks like Wario has been truly outwitted by little Toady. Ho ho.



You don't have to break serve to win a tie-break game.

Your choice of character probably says a lot about your personality. We like the softer, cuddlier ones.

SEE YOU ON COURT

From an initial selection of just four, *MT* soon has courts coming out of its ears.



Medium

When you first start out you'll probably find the medium-pace hard court the easiest to play on. The ball bounces high and you get plenty of time to plan your next shot.

Fast

The grass court and the synthetic composite court are our preferred choices. The game is faster and more skilful, and all characters play very well on them.







Slow

As in real life, clay courts suit specialist players. If you're used to the bounce on a normal court, the way the ball slows down in the dirt will result in lots of air shots.

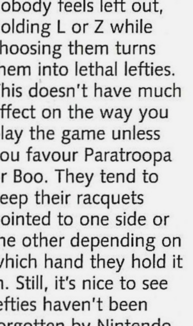
Special

Win tournaments with certain characters and you'll find loads of themed courts appearing on the menu screen, each with its own slightly wacky characteristics.



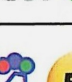






LEFTISM

The players in *Mario Tennis* are all right-handed, as nature intended, but just so nobody feels left out, holding L or Z while choosing them turns them into lethal lefties. This doesn't have much effect on the way you play the game unless you favour Paratroopa or Boo. They tend to keep their racquets pointed to one side or the other depending on which hand they hold it in. Still, it's nice to see lefties haven't been forgotten by Nintendo. Shame they didn't include an option to turn the players ginger though.





CAMERA
Of the three camera options available, the default one is definitely the best. You can choose a lower angle, which makes the game seem faster and makes playing from the far end of the court rather tricky. The one truly useful alternative is the 'follow player' option. If you pick that one, you'll never have the disadvantage of playing from the top of the screen during a tournament. It's a cheap trick, but you'll need every advantage you can get when trying to win the Special cups.



Replays are excellent in this game. You can repeat them from other angles by pressing B.

It's actually possible to hit your doubles partner on the back of the head. Painful.

Heavy servers like the Kong family don't usually move as fast as the smaller players. It's very well balanced.

We're used to waiting a long time for our N64 games and being teased with screenshots for a couple of years before we can finally get our hands on a copy. *Mario Tennis* has done everything wrong, appearing at E3 last May with virtually no publicity, and shipped out around the world less than six months later. This isn't the way it's supposed to be done. Even *Blues Brothers* had more of a fanfare than this.

What makes the situation all the more surreal is that *Mario Tennis* is an absolutely fantastic game. Rather than just update *Super Tennis*, developers Camelot have created a new style of gameplay that is incredibly easy to pick up and offers experienced players greater shot-making subtlety than anything else available.

Unlike other tennis games, you don't have to time your button-presses to make your racquet connect with the ball. Instead you press the A or B button any time you like, and if your player is within striking range of the ball, the computer takes care of hitting the thing. All you have to do is push the joystick in the direction you want your shot to go.

Written down like that it sounds like the control system is designed for people who have never seen a videogame before, and to a certain extent that's true. Absolutely anybody can pick up *Mario Tennis* and get a decent rally going on their first attempt. We've never seen a game that's so instantly accessible. But after a few minutes of play, you'll get your first hints of the incredible depth of gameplay lurking within the cart. The auto-hit control system becomes second nature, leaving you to concentrate on the more skilful things like tactics and shot placement. After all, real tennis players don't have to think about the mechanics of hitting a ball every time they swing their racquets – it just happens automatically, and the difference between a great player and an ordinary one is the ability to think a split second faster than your opponent.

MASTERY *Absolutely anybody can pick up MT and get a decent rally going on their first attempt.*

After a while you'll want to use power shots, which are accessed by double-tapping the button, or wind up a smash by starting your move well before the ball has crossed the net. You can play lobs or drop-shots to fool your adversary, and the game is perfectly suited to crazily fast ping-pong rallies at the net, particularly during doubles matches. You don't have to learn any of these techniques if you don't want to, but each one you master will give you an advantage over your mates.

It's an outstanding multiplayer game – very competitive with two players and a total riot with four. Although the

TROPHY BITTER

Four cups, 16 characters... that means you'll have to play through the game 64 times to see it all!

Singles cups

There are three standard cups to win – Mushroom, Flower and Star. Some characters have an easier time of it than others (the Mario brothers are unstoppable), and you'll need to win with all 16.



Doubles cups

Sadly it's not possible to play a doubles tourney with a friend, so your partner is assigned to you by the computer. You won't get paired with a no-hoper, and you should quickly be able to earn a few cups.



Star players

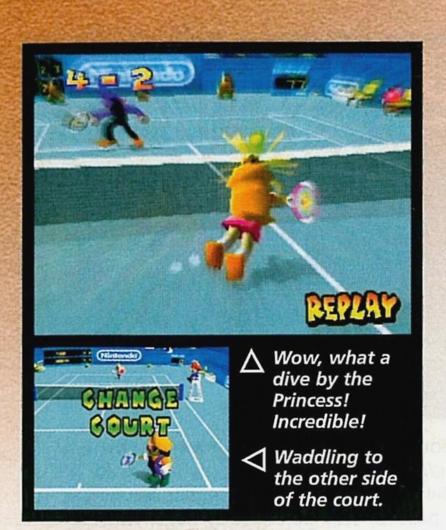
Every character you use to win the Star Cup gets a spangly glitter effect around their portrait on the menu screen. Hold R and you can turn them into star players, with hugely boosted stats.



Special cup

Once all 16 players have won the Star Cup, if you hold R while selecting your character an extra option will appear. It's the super difficult Special Cup tournament. Only the best need apply.





△ Wow, what a dive by the Princess! Incredible!

◁ Waddling to the other side of the court.

characters each have a unique playing style, they're so well balanced that you won't get an unassailable advantage by picking one particular type every time. In fact, your game will improve if you learn how to handle Boo's quirks, DK's power and Birdo's speed.

A game with this much unadulterated fun is almost impossible to criticise. *Mario Tennis* looks nice, sounds great and plays like a dream, so if the most promising looking bonus mode turned out to be a bit of a duffer, it isn't really a black mark against *MT*'s good name. Anyway, the standard tennis mode is so fantastic, we just haven't felt the need to go back to Bowser's lacklustre battle court.

Don't miss it. *Mario Tennis* is certainly the sports game of the year, and one of the most enjoyable experiences on the N64. With a multiplayer mode that will keep you and your friends huddled around the TV, shouting, laughing and maybe even throwing the occasional punch for hours at a time, it's £45 very well spent.

MARTIN KITTS

ANYONE FOR MULTIPLAYER?

Up to four players can compete in a selection of games from the one-player game. Having had plenty of time to get used to the Jap version, we've decided on our favourites.

Singles

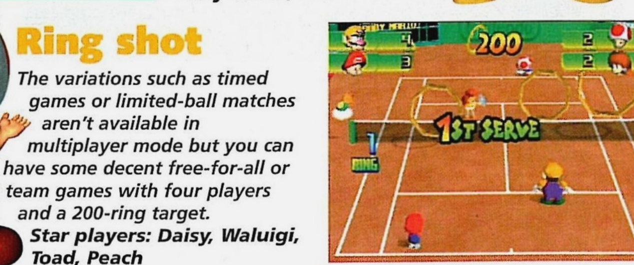
A game of singles separates the expert players from the rank amateurs and Plucky Brits. If your technique is lacking you'll soon be exposed without the benefit of a partner to cover up your mistakes.
Star players: DK, Mario, Wario, Birdo





Doubles

With four players, Mario Tennis is unbeatable. It causes as many tantrums and cries of "That's so unfair!" as Mario Kart ever did, and after regaining your cool you'll be back for more, minutes later.
Star players: Peach, Yoshi, Baby Mario, DK Jr



Ring shot

The variations such as timed games or limited-ball matches aren't available in multiplayer mode but you can have some decent free-for-all or team games with four players and a 200-ring target.
Star players: Daisy, Waluigi, Toad, Peach

Bowser

For some reason, this isn't that appealing. Even with four players it's hard to get excited about the prospect of another match in Bowser's tilting arena.
Star players: Paratroopa, Boo, Mario, Luigi



△ The winner dances while the loser sits alone and weeps.

Lakitu's camera is focused on a very intense Daisy. ▷





pluses & minuses

+
- Loads of fun!
- Easy to learn.
- Hilarious four-player action.
- Great characters.
- Subtle controls.

−
- One fairly weak bonus game.

If you like this...

Mario Kart 64
Nintendo
N64/4, 91%
Classic karting. Better than the SNES version, too



8 VISUALS
Crisp and very smooth, with plenty of action and animation.

9 SOUNDS
Filled with voice samples and shouts. This game never shuts up.

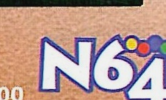
9 MASTERY
The control system is a stroke of genius, plus there's a GB link.

9 LIFESPAN
Hundreds of solo tasks, not to mention a compulsive multiplayer mode.

VERDICT
As different from normal tennis games as *Mario Kart* is from normal driving games. Another unmissable hit for Nintendo.



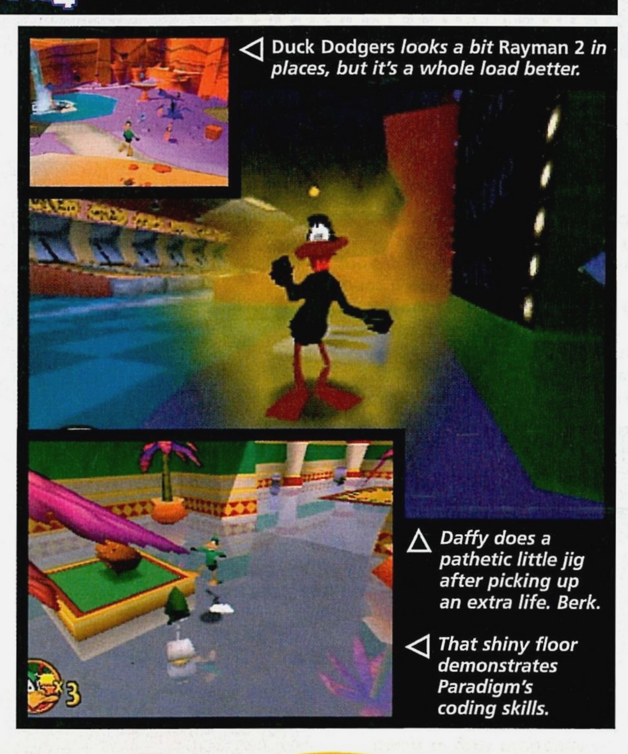
91%



PREVIOUSLY IN N64 We last featured *Duck Dodgers* back in **N64**/42. Tops!

ROCKET MAN
On paper, it sounds like a great idea – rockets that Daffy can grab for a precious few seconds of flying time. But make the slightest mistake with one and, without enough juice to reach land, you'll inevitably plummet to your death. On top of that, the game asks you to turn *blind corners* in mid-air at one point, with the camera doing its best to stop you. Astonishingly shoddy.



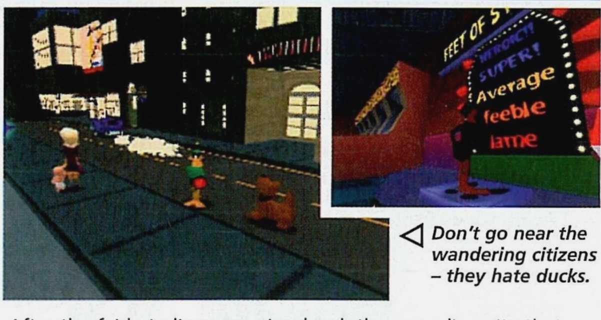


Duck Dodgers *looks a bit* Rayman 2 *in places, but it's a whole load better.*

Daffy does a pathetic little jig after picking up an extra life. Berk.

That shiny floor demonstrates Paradigm's coding skills.

CITY BREAK



Don't go near the wandering citizens – they hate ducks.

After the fairly tedious opening level, the sprawling city that makes up *Duck Dodgers*' second stage is a joy to behold. It's overflowing with delights – you're free to bother wandering pedestrians, throw balls for scampering stray dogs, visit the museum and cause havoc with a laser gun, or jump into a boxing ring and bash a fat man in the face.

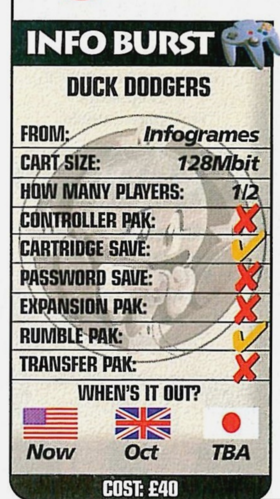
By far the best feature of the city, though, is the Penny Arcade, complete with a test-your-strength machine, a shooting gallery, and a working coin-op that plays an odd but enjoyable version of *Pong* which opens up as a two-player game after you've completed it. Fantastic stuff.

More top-notch retro jollity courtesy of the N64.



DUCK DODGERS

Not at all desthpicable.



INFO BURST

DUCK DODGERS	
FROM:	Infogrames
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Oct	TBA

COST: £40

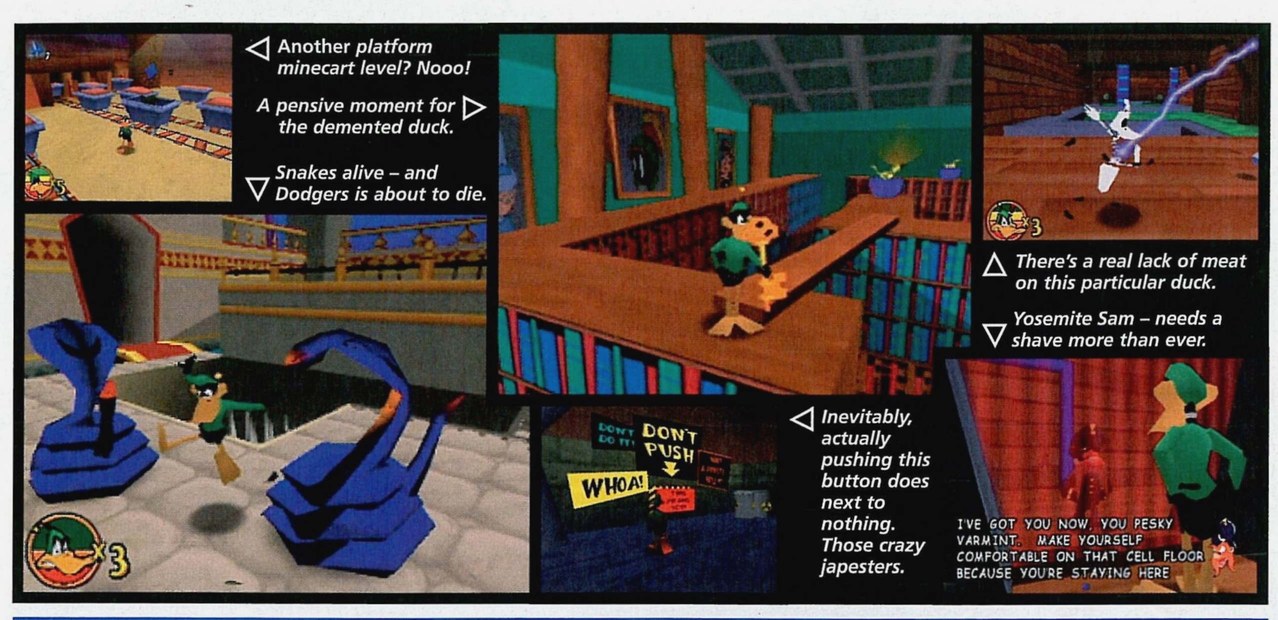
A 3D platformer, based on a short-lived '60s cartoon, itself parodying a now largely forgotten sci-fi series, and coded by a developer better known for Formula One racing sims. It's hard to imagine how *Duck Dodgers* could possibly work. And yet, for all its niggles and faults, it does. Just.

It's largely thanks to Paradigm successfully capturing the brilliance of Warner Bros' laugh-drenched legacy for *Duck Dodgers*. The range of animations on Daffy – from holding up a 'See Ya' sign when he plummets to his death to wiggling his legs all over the shop as he slips on oil – are straight out of the cartoons, and while the speech suffers for not being supplied by the late, great Mel Blanc – the original voice of just about every WB character – *Duck Dodgers* is one of the few character-led platform games where the regular bleating of the hero *doesn't* quickly become tiresome.

VISUALS *The range of animations on Daffy are straight out of the Warner Bros cartoons.*

Duck Dodgers isn't at all unattractive, either. The visuals might be blighted by Paradigm's trademark black border – last seen in *Beetle Adventure Racing* – but, after you've fought your way through the garish rocky outcrops of the first alien world, they become detailed, pleasingly colourful, and packed with the kind of incidental detail that only Nintendo and Rare usually bother with.

But, to play, *Duck Dodgers* is far more linear than it would have you believe. There are heaps of spacious spacecraft hangars, castle forecourts and slimy sewers that allow Daffy to wander around at will, but there are plenty more corridors and pipes that have you simply following a set path, leaping gaps, ducking under spinning spikes and dodging enemies without once clapping eyes on a bendy section of path. It's all



◁ Another platform minecart level? Nooo!

A pensive moment for the demented duck. ▷

▽ Snakes alive – and Dodgers is about to die.

△ There's a real lack of meat on this particular duck.

▽ Yosemite Sam – needs a shave more than ever.

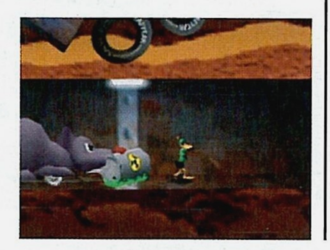
◁ Inevitably, actually pushing this button does next to nothing. Those crazy japesters.

FUN-SIZE FROLICS

The bizarre bonus sections crammed into *Duck Dodgers*.

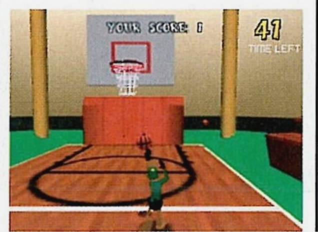
RAT RACE

Harking back to the type of uncomplicated game we enjoyed in our youth, the Rat Race has you scampering and leaping from left to right, with an enormous rodent threatening to nip at your feathery behind. Fun.



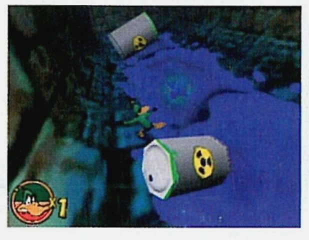
BASKET-BALL

Hidden inside one of Big City's buildings is this basketball challenge. Clever use of the double-jump and throw controls nets a basket, but managing *ten* dunks in just 60 seconds is chair-smashingly tricky.



SLIM SLIDE

***Duck Dodgers* teaches *Rayman 2* a thing or two with this supremely fast – if disappointingly short-lived – slippery pipe-slide. The flowing effect on that blue sewage beneath Daffy's feet is quite remarkable.**



GARDEN MAZE

After escaping the museum, the camera floats into the sky as you're dumped into this grassy maze. It's huge, and packed with dead-ends – using R to tiptoe is essential for avoiding Marvin the Martian's wandering cronies.



horribly reminiscent of *Rayman 2* – and the way levels are arranged into hefty 'chunks' means having to frustratingly fight to the end of three or four linear sections in a row, just to reach the jewel you missed earlier.

The real fly in the ointment is the camera. It misguidedly believes that the best way for you to judge the distance between platforms is from a position directly behind Daffy; that the best thing to do if you fall off a small platform onto the ground is to zoom into a position somewhere *inside* Daffy's head, pointing directly down; and, if you're making a particular jump, that it's sensible to suddenly swing around, mess with your aim and send you tumbling downstairs. One fine day, developers will finally realise that *Super Mario 64*'s camera worked because it was carefully monitored and controlled, second by second, to provide the best possible view of Mario's world.

At it's best, though, *Duck Dodgers* rewards exploration beautifully, and has enough interesting level features to give you the kind of giddy thrill that comes from only the best platformers.

The objects to be collected are kept well away from the tedious linear sections, so you're given the chance to lob a key across the tops of bookcases on the way to a locked door, search for a jewel in a museum by smashing everything to bits with a laser, and play an explosive game of 'pass the parcel' with the chap with a tall grey hat who used to feature in the Penelope Pitstop cartoons. We think.

There's the niggling feeling throughout *Duck Dodgers* that, with more time, it could have been something truly great. But any game that successfully washes away the bitter taste left by last month's *Blues Brothers 2000* is absolutely fine by us.

MARK GREEN

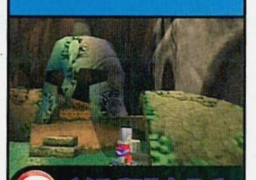
pluses & minuses

+
- Some attractive, spacious areas.
- Plenty of minigames and other distractions.
- It's actually *funny*.

–
- The camera is dreadful.
- Too linear at times.
- Fairly easy to finish.
- Reminiscent of the rubbish *Rayman 2*.

If you like this...

Rocket: Robot On Wheels
Ubi Soft
N64/36, 88%
A near *Mario*-quality platformer.



8 VISUALS
The mysterious black border can't ruin the detailed worlds and superb animation.

7 SOUNDS
Without Mel Blanc, those voices just aren't quite as funny.

7 MASTERY
Paradigm have got almost everything right – apart from that infuriating camera.

7 LIFESPAN
It's over quickly, but the urge to replay is surprisingly strong.

VERDICT
If you can avoid bursting a blood vessel over the camera, this is one of the N64's more rewarding platformers.

75%

PREVIOUSLY IN N64 We had a Future Look at Ubi Soft's latest F1 game back in **N64**/39.





TEAM ORDERS
If you want to stand a chance of winning, you've got to pick Ferrari or McLaren. The other teams are available too, but what kind of masochist would ever choose to play a season as one of the perpetual tail-enders? The Minardi and Arrows cars are only really there to be lapped on a regular basis.

There won't be much left of his tyres after a spin like that. Time to visit the pits.

Hakkinen pulls another daring overtaking manoeuvre, cutting up the inside on a corner.

That's an odd shape for a balloon.

Racing with a nice sea view at Monaco.

You have to hammer the A button to make your pit crew work faster when you pull in.

Extended time in the arcade mode's Pick Up & Play mode.

A simple wheel tap can be enough to send other drivers right off the track.

F1 RACING CHAMPION

Monaco returns with a new coat of paint.



INFO BURST

F1 RACING CHAMPIONSHIP

FROM:	Ubi Soft
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	9 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
TBA	Oct	TBA

COST: £40



Schumi sees red and goes on a wrong-way mentalist rampage.

A damp track was to blame for this grassy slide. We were last anyway.

Crawling around the hairpin at Monaco. Very slow.

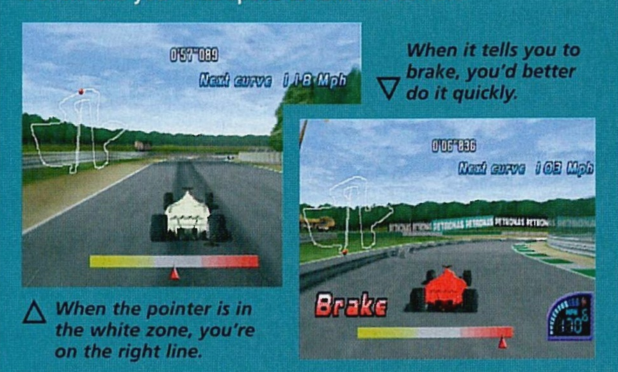
The cars have all got their fog lights on. Very considerate.

Simulation mode

If it's realism you want, *F1 Racing Championship* delivers with its hardcore Simulation mode. Not one for *Mario Kart* fans.

Training

Now this is a brilliant idea. F1 sims have always been the most unfriendly driving games around, thanks to their realistic handling and tracks designed to test highly paid pro drivers. The training mode gives you a car that glows red when you need to brake, and white when you're driving well. It even tells you what speed to take the corners.



When it tells you to brake, you'd better do it quickly.

When the pointer is in the white zone, you're on the right line.

Damage

Realistic damage – ouch! It's a cruel world out there, and if you knock the wheels off a zillion-pound F1 car in real life, you can expect a long walk back to a very unhappy paddock. In *F1WGP* we rather enjoyed driving around with only one wheel, but as soon as you take serious damage here, the race comes to an abrupt halt. Hmm…



Two wheels on our wagon, and we're not rolling at all.

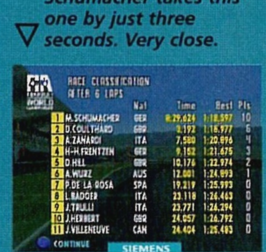
Even with just one wheel gone, the cars don't move at all. Shame.

Championship

A gruelling slog through a full F1 season. That's against 21 other championship hopefuls, over a grand total of 1002 laps if you choose to play the full 100% simulation. Has anybody ever gone the distance in one of these ultra-realistic sim modes? It would take months, especially when you consider practice and qualifying too.







Schumacher takes this one by just three seconds. Very close.



What's Damon Hill doing in there? If only the season stats were up-to-date.

TWEAKING

A good way to judge the realism factor in an F1 sim is to look for the number of pit lane options you get. *F1 Racing Championship* seems to know what it's talking about, with a large range of sliders to mess around with. Altering the handling characteristics of your car can give you a competitive advantage in a race, or it might just give you a vehicle that feels like it's about to take off when you hit 100mph. You can change everything from the amount of fuel you take on board to the front and rear height of your car. The most important thing to change is the type of tyres you use. A handy weather forecast tells you whether it's likely to rain, and if you get caught on a wet track with soft tyres, you're sure to have an almighty accident.

SHIP

Mika Hakkinen winning the championship, Murray Walker making an average of three commentary cock-ups per lap, and a tragic waste of good champagne. These are all things you'll be more than familiar with if you're a follower of Formula One.

Unforgiving handling, hitting the barrier at every chicane, and more options than you ever really want to use are the videogame equivalents. Formula One sims aren't famed for their user-friendliness, preferring to target almost as exclusive a clientèle as the manufacturers of the real 200mph race cars. That people still buy tens of thousands of F1 games, even though few will ever be able to drive them properly, says a lot for the incredible appeal of the world's most glamorous sport. If anybody ever came up with a game that gave F1 fans a chance of actually finishing a race without turning on a humiliating array of computer assistance (no damage, auto braking, racing line display, infinite fuel, easy AI and so on), they'd have a truly gigantic hit on their hands.

The closest we've seen to that ideal is Paradigm's *F1WGP*, which felt just right and looked miles better than anything else at the time. Ubi Soft's *Monaco Grand Prix* had a good crack at the Nintendo-published heavyweight, but didn't have the depth or the official licence to compete. So the French games giants have had another go at it, taking the fast and playable *Monaco*



The Ferrari will win this battle with its superior straight-line speed.

It's going to take ages to scrape all the mashed grass off our wheels.

Zonta's going to go piling straight into the side of our spinning car.

GO! GO!

pluses & minuses

+

- Fast.
- Two different game modes.
- Brilliant training section.

–

- Not this year's stats.
- Looks a bit blurry.
- Same old F1 stuff, really.

If you like this...

F1 World Grand Prix
Nintendo
N64/20, 93%
Nintendo's original F1 game is probably still the best.



7 VISUALS
The cars look meaty and it's great to see realistic team colours, but there's quite a lot of fuzz.

6 SOUNDS
Just the usual whining car noises and synth-rock soundtrack.

7 MASTERY
All future F1 games will copy the smart training mode idea.

7 LIFESPAN
This should keep you entertained until the next generation of F1 sims arrives.

VERDICT
It's a good game, but we've seen it all many times before. *F1WGP2* suffered for being the same as its predecessor, and so does this.


72%

Arcade mode

Arcade mode is better suited to players who don't particularly care if their game drives like a real F1 car or an average family saloon.













Pick Up & Play

As you might guess, this is the mode you just pick up and, erm, play. Tapping A all the way through the menus leads you to a simplified game with no damage and no qualifying. All you have to do is drive from the back of the field and finish in the specified position within four laps in order to get to the next, more difficult, set of tracks.

Handling

The game's handling is generally very sensitive, although playing in Arcade mode means you're not quite as likely to veer all over the track at the slightest twitch of the joystick. If you put your wheels on the grass though, you need to wait until all the green wears off your tyres before steering hard, otherwise you'll spin out for sure.

Duel

The two-player game is available in the Simulation mode too, but since that's quite a bit more difficult to get to grips with, we'd imagine most people will prefer to race their friends in the simpler Arcade mode. The car behind gets a slight speed boost to encourage close races, and it works fairly well for this kind of game.

engine and adding more game modes, a more sophisticated simulation and the full team data from the 1999 season to create *F1 Racing Championship*.

Having proper team colours rather than the pastel-shaded cars of *Monaco* makes a surprising difference to the way you approach the game. It's a real F1 sim now, and yes, that's Schumacher

For F1 novices and mere mortal players, there's an Arcade mode which strips some of the more complicated physics and control quirks from the game. You'll still spin off if you don't treat your car with a great deal of respect, but we found it much easier to stay on the track and actually make progress through the pack of aggressive computer drivers.

VERDICT ***Unless you're desperate for last year's driver stats, stick with the F1 game you've already got...***

approaching in your wing mirrors, not Hummiger. The tracks look pretty much the same as before, with the addition of the Malaysia course at Sepang, but in the high-speed world of F1, the game's information is already out of date. Damon Hill is still in the game, despite having retired, Ferrari's Barrichello is driving for the now-defunct Stewart team, and there's no US grand prix.

But it's still a lot more believable than it was before, and to be fair to *F1 Racing Championship*, both versions of *F1WGP* were a year out of date when they were released. It's also the only F1 game to feature Jaques Villeneuve (or Driver Williams as he's otherwise known).

Like *F1WGP* you can choose to have automatic braking, making it impossible to take corners at excessively high speed – good for timid players, but not the kind of thing a hardcore gamer would ever admit to using. Simulation mode racks up the difficulty level, with more authentic handling and more potential mistakes to be made.

The computer cars make mistakes too, which is always a nice thing to see. They're just as prone to colliding with one another on the first corner as real drivers are, and we've often had to pick our way through a scrapyard of mangled F1 cars when starting from the back of the grid. Crippled cars pull over to the side of the road and wobble their way back to the pits – you can give them a friendly shunt to put them out of action for good. There's always a lot happening during a race.

F1 Racing Championship is fast, playable and it looks reasonably good (although still not as good as *F1WGP*). We'd say it might suit players who found *F1WGP* a little too difficult, but then Nintendo's game offers a simplified handling mode too. There's little to choose between the games, and unless you're really desperate for last year's stats, you might as well stick with the one you've got. If you don't already own an F1 game, it's worth a look.

MARTIN KITTS



△ Racing is rarely this close in real F1. Even the Minardis are keeping up.

The games reviewed in this section are so far only on release in Japan or America. Because **N64** is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

PREVIOUSLY IN N64 We took a Future Look at *Mario Story* back in **N64**/45.

Confusing? Not really, you just turn on different upgrades.

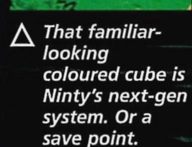


Cute game? Yes. Small game? Er, no.

Jump on the shell for a surprise attack. We like this.

The top-hatted freak on the right has dragged Mazza into a gameshow.

See what we mean? 2D characters in a 3D world. Innovation ain't dead.



That familiar-looking coloured cube is Ninty's next-gen system. Or a save point.

We're sure this fella looks like someone out of the Moomins. You know, the odd one.

MARIO STORY

N64 MAGAZINE STAR GAME





INFO BURST

MARIO STORY	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
December 26		Now

COST: ¥6800 (approx £40)

It began life as *Super Mario Adventure* – the sequel to *Super Mario RPG* on the SNES – and we first got our hands on a playable version at *last* year's Spaceworld show. We were tempted then, after witnessing the quirky mix of 2D and 3D visuals, and uncomplicated play, to write it off as a game aimed purely at the younger end of the market. But after grabbing a finished copy from Japan, we're happy to report that this is more than just a kids game.

Mario Story – or *Paper Mario* as it will be known outside the land of the rising sun – is packed with huge realms to explore, battles to win and a host of familiar faces from Shigsy's extensive back catalogue of cuddly characters. But, most of all, it's an opportunity to embark on another glittering adventure with the world's favourite plumber, and who could possibly turn their nose up at that?

Friendly neighbourhood arsenals abound in every town. Handy, that.



Cast from the past

In their years producing games, Ninty have put together a formidable armoury of characters, many of whom pop in *Mario Story*. Put on an anorak, and a cap that turns you into metal, and check out these…

GOOMBA

You'll meet these potato snacks early on in the game – the character definition is dandy: 'taches, walking sticks, all the fun of the fair.



KOOPA

Again, some are enemies, and you befriend more of the famous flying turtles by rescuing their shells from some unpleasant fuzzy miscreants.



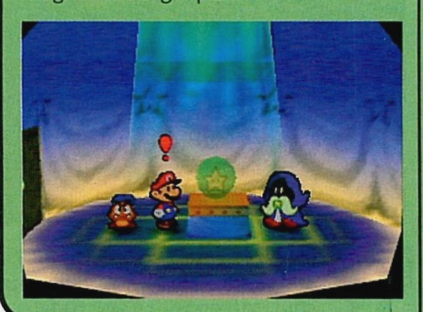
BOB-OMB

Everyone's favourite cuddly incendiary device. Being friends with these guys is essential, but you'll have to work out how to make them like you…



FORTUNE TELLER

This guy's another moustachioed marvel. Sadly, his Japanese prophecies meant absolutely nothing to us, but we're sure it's all part of some magnificent larger plan.



POSTMAN KOOPA

This little chap delivers Peach's party invitation to Mario in the first place, and later entrusts Mario with another letter to pass on. What you might call an aerial plot device.



LUIGI

He could have been somebody. He could have been a contender… Yet Mario's downtrodden brother is left like a bored housewife, restricted to twiddling his stubby thumbs at home.



FACIAL FEATURES
Hmmm. Everyone's in 2D in *Mario Story*, so, to make them stand out, you need to do something quite noticeable with their faces, right? Well, the world of the game developer must be a strange one indeed, because the noble moustache, the hairy face slug itself, seems to have spread from Mario's face to the faces of all and sundry. It makes the Goombas look like Mr Potatohead. No bad thing, that, just curious…



YOU GOT THE LOOK

If you don't understand the visual style, then imagine 2D platformers drawn as a simple cartoon. When Mario jumps, there's no silky and elaborate animation, the little fella just pops into the air with his legs akimbo, and when he moves up the screen, there's no change of animation. Superimpose that image on a proper 3D background in bright primary colours, such as a beach, forest, castle and so on. Or even a train station or the back of a whale, if you like. It's a little strange, like the rest of the game, but you'll quickly become accustomed to its endearing ways.



This fella's bandana marks him as a toerag. A villain. A right piece of work.

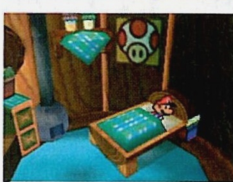
Mario faces away from you when he's headed up the screen. Otherwise he's got the same cartoon run.



GO! GO!

TIME FOR BED
The ultimate 'paperness' moment occurs when Mazza takes a well-earned kip to recover. His companion disappears into Mario's pocket, then Mario takes to the air like some stray crisp packet. He wafts straight into bed, unashamedly 2D.







◁ Your shelled friend is an excellent companion.

Blow up a crack in the wall to access that handy-looking pipe over yonder. ▷

◁ Somehow, a quick shoeing probably won't be enough to dispatch old Bowser. Oh well.



Kinoko Town is a very lively place, populated by Toad's mates. A very odd bunch they are, too. ▽

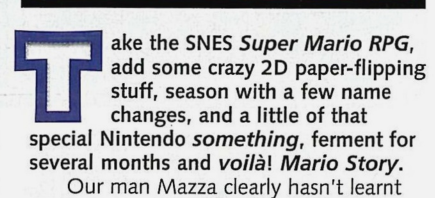


◁ We keep coming back to the sleep animation 'cos it's ace.

These chaps are up to something. Probably. ▷

◁ Think they'll sneak off for a quick kiss? No, we don't either.

A rare opportunity to see chez Mazza. ▽



Scrap of paper

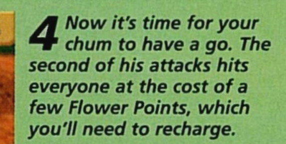
It's tricky to imagine exactly what an actual battle looks like in Mario Story. How about we take you through one of our scraps...

1 *Strolling along, Mazza's surprised by a clonk to the head from a flying shell. Time to kick ass and take names, fella!*



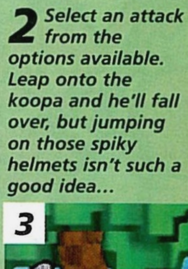


4 *Now it's time for your chum to have a go. The second of his attacks hits everyone at the cost of a few Flower Points, which you'll need to recharge.*

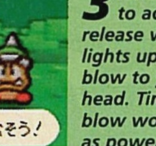




2 *Select an attack from the options available. Leap onto the koopa and he'll fall over, but jumping on those spiky helmets isn't such a good idea...*







3 *Hold the analogue stick left to accumulate power, then release when the blue star lights up to deliver a smashing blow to your chosen fool's head. Time it wrong, and the blow won't be anywhere near as powerful.*

5 *Yowser! Those shells bring tears to our eyes. That's the problem with turn-based scrapping, y'see.*

6 *Mazza pulls out all the stops and uses a sleepy item, which makes a herd of sheep stampede across the screen. Everyone's asleep. Instant victory!*

Take the SNES *Super Mario RPG*, add some crazy 2D paper-flipping stuff, season with a few name changes, and a little of that special Nintendo *something*, ferment for several months and *voilà*! *Mario Story*.

Our man Mazza clearly hasn't learnt that when you receive a party invitation from Peach, there's going to be serious heaps of trouble. Bowser has stolen the Star Stick, to increase his considerable powers, and he's also scattered the seven Stars – including the one with the 'tache – to the far corners of Star Kingdom. In an incredibly dramatic intro scrap – which you actually get to play – Mario takes a serious pasting from the fearsome

This old mushroom has quality advice about the road ahead. Shame we can't understand.

Panto-style! He's behind you...

Stop it, Mario. This is fun for all the family.

Countless power-ups litter the land. Good thing too...

...like this excellent upgrade to the mighty hammer.

And what happened next, eh?

Fight! Fight! Go on, son hit him!

Believe it or not, this is a chopsocky academy.

The new dolly really didn't impress Mr Potatohead.

lizard and then has to work himself back to fighting form before he's able to set things right again. Which leads to some RPG-style shenanigans, requiring exploration of the many connected realms, and interaction with a wealth of items and companions.

The 'Nakama' (or 'friend') command is one of *Mario Story*'s many innovative features. It allows you to select one of your growing retinue of pals to help dish out some meaty justice on a variety of familiar faces from previous Mario outings. The array of items will be instantly familiar to RPG fans, ranging from healing mushrooms to the flower bombs which spread a napalm-like sheet of damaging fire across multiple enemies.

Being a roleplaying game, *Mario Story* provides ample opportunity for fiddling with your stats. You can raise your health or become more proficient in combat as you train yourself up through the levels.

But it's never cumbersome, because Nintendo have boiled up a wonderful mix of numbers and pure, enjoyable gameplay. Rather than simply picking a move then sitting back and waiting (à la *Pokémon*), you can tap buttons, or hold and release the analogue stick to make your moves more powerful.

It's not all combat, mind, because you'll have to explore a *huge* world, nattering with whoever you come across on your travels. The clues these conversations throw up are pretty transparent, meaning you're never left toddling about with a quizzical look on your face, wondering where to go next.

Wisely, Nintendo have taken more than one page out of RPG masters Squaresoft's book, particularly with the characters. Along with familiar faces like Magikoopa from *Yoshi's Island*, developers Intelligent Systems – the people behind the Game Boy Advance development kits – have come up with some ace new characters.

MASTERY ***Nintendo have boiled up a wonderful mix of numbers and pure, enjoyable gameplay.***

Some crazies will tell your fortune for a small fee, or try to sell you stuff. Others will happily chat with you about the weather for days, and while it's text-heavy, it never gets frustrating.

The curious visual style has led to some grumblings that *Mario Story* is a 'kids game', but, while it *will* certainly appeal to the younger player, there's plenty of depth and intelligence in the game system. The characters might all be rendered in 2D, but when someone turns round they appear to flip over. Some of the scenery is 2D too – the bushes which Mazza rustles behind amusingly, and the trees for instance – but the backgrounds are lovingly crafted in 3D, so you're never left feeling that this is something that could have been done on the SNES.

Coming at a time when we'd all but forgotten the joy of a decent RPG with a genuinely involving combat system, *Mario Story* is a sweet-smelling breath of fresh air. It incorporates everything that sets Nintendo apart from other game developers: innovation, tactics, brilliant characters, occasional finger-pumping action, a heroic plotline and plenty of turtle stamping. Now we've just got to wait for the English version...

ALAN MADDRELL

pluses & minuses

+
- Great mix of action and brain-blending.
- Excellent character interaction.
- Pleasing rate of progression.

–
- It's still in Japanese...
- Fairly linear.
- A little simple.

If you like this...

Hybrid Heaven
Konami
N64/33, 83%
One of the N64's few RPGs. A 3D sci-fi effort that's a little too sprawling.



ACCESSIBILITY

It's impossible to follow the plot or understand the characters, but the gameplay is incredibly simple to pick up.

8 VISUALS
Not quite the N64's finest, but a brilliant and genuinely innovative style.

8 SOUNDS
Pleasing tunes you won't want to turn off.



9 MASTERY
Finally a decent RPG, even if it is simple.

8 LIFESPAN
Engrossing storyline and a difficulty curve typical of Nintendo's magic.

VERDICT

Mario Story already occupies a warm place in our hearts but keep your eyes peeled for the PAL review.



85%

Welcome to Club 64, the part of the magazine designed to help you get the most out of your N64 games.

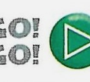
TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS



This month's top guide:

MARIO PARTY 2

From Pirate Land to Bowser Land, here's the tips you'll need to rule the room at the world's finest party game! 76

GO! GO!  

Club 64 MAILBOX

Club 64, N64 Magazine,
30 Monmouth Street,
Bath BA1 2BW.
Fax: 01225 732341
e-mail:
n64@futurenet.co.uk

Each month, the **N64** Star Letter wins a G64 Steering Wheel with Rumble Effect (from RadicaUK Ltd: 01992 503133).
All other letters printed win a prized **N64** badge!



Got something to say about the N64, Game Boy, Gamecube or anything Nintendian? Club 64 lets you share it with the world!



'nintendo original'

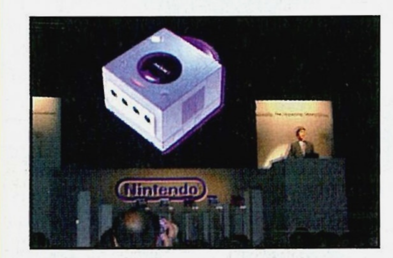
In issue 45, Olly Levick wrote in with a picture of a monster he thought was a rip-off of Charmander. I don't know about a Munsters' pet, but I can tell you that this was not only a real 'mander, but the true Nintendo original. It was drawn by Ken Sugimori, the guy who drew all the final versions of the monsters for Creatures, Game Freak and Nintendo. The li'l orange guy we've grown to know and love is the same monster, only drawn in the new, TV cartoon style. Check the manual you didn't notice when you first ripped open *Pokémon* for the Game Boy.
Ryan J, Bangor

We were too excited, see. The manual disappeared in a flurry of dust as everyone raced across the office for a glimpse of Pokémon Red. *We're impressed by your knowledge, though – lots of people wrote in to tell us that it was a Charmander, but you were the only one who knew the name of the artist. Nice one, Ryan.* **Ed**

'solar oblong'

Star Cube? I much prefer the name Dolphin! Okay, it won't make the machine or its games any less amazing, but I can't see that name catching on like N64 did. Why not Planet Box, Solar Oblong or, better still, the Intergalactic Triangle?
Dominic Boon, Hampshire

At last we know. Gamecube. Not particularly inspiring, I have to admit, but I'm sure we'll get used to it pretty quickly. What does everyone else think? **Ed**



△ *Gamecube. Say the name enough and it'll soon sound just fine.*

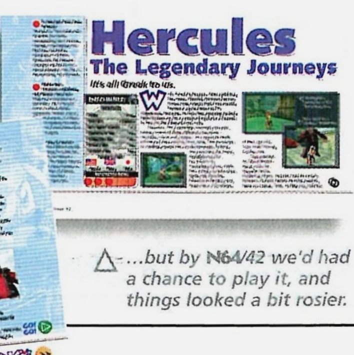
'odd thing'

In issues 32 and 42 you previewed *Hercules: The Legendary Journeys*. I know there was a nine-month gap between the two mags, but the game had two different anticipation ratings. Just one blob out of five in issue 32, but three in issue 42. In the same mags I saw another odd thing. *Pikachu Genki Dechu* sounds just like *Hey You, Pikachu*, but while *Hey You, Pikachu* got a five-blobs-out-of-five anticipation rating, *Pikachu Genki Dechu* only scored 75% when it was reviewed in issue 25. What's going on, guys?
Douglas Rothwell, Australia

Hercules, *then. When we first heard about the game over a year ago, it didn't particularly fill us with excitement. In fact, to be blunt, we thought it'd be a stinker. The game was from the Titus camp, and we'd only just got over the horror that was* Superman, *you see.* Herc's *developers, Player 1, didn't have a particularly impressive back catalogue either –* Milo's Astro Lanes *anyone? By the time issue 42's preview came about though, we'd had the chance to play it and, as a result, felt slightly more optimistic – hence the increase in the anticipation rating. We'll find out whether our optimism was justified when we get hold of a reviewable version, hopefully before the year's out.*

As for Pikachu Genki Dechu, *well that's the original Jap version of* Hey You, Pikachu. *Obviously the language barrier – it's a voice-controlled game – meant that enjoyment was somewhat limited, which is why, although it was a brilliant and*

▽ *Back in N64/32, we weren't all that excited about Hercules...*


Hercules
The Legendary Journeys

△ *...but by N64/42 we'd had a chance to play it, and things looked a bit rosier.*

Correction corner

We'll get it *all* right one day. Maybe.

Looking through your September issue, I noticed that in your Nastiest Moves box on page 31, you described one of the screenshots from *WWF No Mercy* as showing the particularly painful 'Leg Ache'. The rasslin' grip in the shot, though, was actually the 'Crippler Cross Face', a move normally performed by Chris Benoit.
Geraint James, Mid Glamorgan

The Crippler Cross Face, eh? When I've perfected it, that Mark Green's in for a hell of a beating. **Ed**

On page 26 of your *WWF No Mercy* Special Investigation in issue 45, there's a picture with the caption: 'Mark our words – Tikishi's going to fall off those ropes any second, and then there'll be tears'. But, for as long as I've watched the WWF, I've never heard of anyone called Tikishi. A bit of a mix-up between Rikishi and Tazz. Oh well, we all make mistakes. Except for me, of course.
James Beard, Oxon

And me. Mark however, well that's a different story. **Ed**

In your guide to *Perfect Dark's* Chicago level, you had a screenshot of the Villa in your 'Speedy Little Cheater' box instead of the street. What the hell's going on?
Calum Stevenson, West Lothian

Sorry. **Ed**

More Pokémon mistakes. In New Goods, on page 13 of issue 45, you said that the Pokémon Beach Adventure contained Squirtle and Poliwag, when it's actually Poliwhirl. Do you guys know anything about Pokémon?
Laurence Crook, Cirencester

Clearly not. **Ed**

innovative concept, we couldn't really recommend it and only awarded it 75%. Hey You, Pikachu *has been translated into English, so we can play and understand it, and it's looking great! Hope that clears a few things up for you.* **Ed**

'cryptic references'

In response to Sam Hughes' intriguing observations in **N64**/44, I have scoured my games for similar quirks and spotted the following:

1. The standard-issue pistol Jo uses in *Perfect Dark* – the Falcon – is named after a vicious bird of prey.
2. Waluigi, the player in the purple suit in *Mario Tennis*, is like Luigi but an evil version, so has the 'Wa' from Wario in his name.
3. The 'Soviet' part of *GoldenEye*'s Russian machine gun means 'of or relating to the Soviet Union', which is related to Russia. An obscure reference, but I noticed it all the same.
4. The Rare game *Blast Corps* includes the word 'blast', which can mean explosion, and they happen frequently throughout the game.
5. The bad guy from *Jet Force Gemini*, Mizar, has a name which can be rearranged to form 'marzi', the first part of the word marzipan, which Rare's developers like.

As you can see, Nintendo and Rare get their ideas for names from all over the place. If I spot any other cryptic references I'll keep you informed.
Conrad Jones, Somerset

I sense a touch of sarcasm here... Oh, and as we said last issue, the 'Wa' bit from Waluigi actually comes from the Japanese word for evil – 'waru'. **Ed**

'piece of broccoli'

I was flicking through the pages of a another publication when this scratchcard fell out. At first I thought it was just a cheap advert, but after picking it up I noticed it was a complete rip-off of Pokémon. It's called Pocket Monster Prizes and it's even got the same style of font. It's got a stupid piece of broccoli on it and a lightbulb called Psybulb. Is this legal? If it is, I've never seen these monsters on Pokémon.
Kris Foster, Herts

Definitely not Pokémon – I've certainly never come across a two-legged pig called Pigicate or a bird called Chicerty. The drawings look a bit dodgy too – in fact, I've seen better on the N64 board! Looks like it's time for Nintendo's lawyers to swing into action. Again. **Ed**

'worries'

For a long time now I've been looking forward to the release of *Majora's Mask* in the UK, but there's one aspect of the game that worries me and that's the 'real-time' concept. There's nothing wrong with the idea in itself, but one of the things that made *Ocarina of*



Gelster, Psybulb, I choose you!! Go Pigicate!! Oh. Hang on a minute...

DREAM ON

Sharpen your best game-creating pencil – and write!

HIJACK 209

In this game you get to control one of the three hijackers on a plane heading south for Africa or on a boat leaving port for New York. Your first priority would be boarding the plane (or boat) unobserved by the police. You would then compile a list of demands to be met and if your instructions weren't followed you could kill hostages one-by-one until the authorities listened to you. If your demands are actually met, you must then plan your escape route without being captured. And when you've managed to evade capture, you must go undercover to ensure the police don't locate you later on.
Kara Panetta, Fife


Put yourself in the ruthless shoes of an international terrorist – at least you'll get the seat you want.

Sounds like this could take off (geddit?). Sorry. There's actually a mod (like an add-on) for Half-Life *on the PC called* Counter Strike *where you can take on the role of a terrorist while your mates play as the counter-terrorists. And one of the levels is even set on a Boeing 747.* **Ed**



Remember School Daze on the Speccie? Ah, the happiest days of your life, as they say.

SCHOOL SUCKS 64

You start as a pupil at playschool and the game takes you through all your school years until you reach your GCSEs. But this isn't like *real* school. Your task is to get the very worst grades, make your teachers' lives hell, be a well-known school bully and get expelled as often as possible. You gain points and extra lives by getting expelled, scoring low test marks and giving your teachers sore throats from all that shouting at you. The badder you are, the better your score – in fact, the only way to lose points is to do something good in the school like joining the choir.
Robert Bartley, Kent

A bit like the 2D scroller School Daze *on the Spectrum, then, where the ultimate task was to steal your report from a safe located in the Headmaster's office.* **Ed**

Send your ideas for games you want to see to:
Dream On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

GO! GO!


BONUS LETTERS

Could you tell me what you need to do to become someone like Shigeru Miyamoto?
No name

If only we knew… **Ed**

Pokémon will soon be dead – just like yo-yos, pogos and trance music.
Cameron L. Coles, Mid Glamorgan

You poor, misguided fool. **Ed**

Why can't we have wrestlers bleeding to death?
Zishaan Ajmal, Ilford

Because it's not very nice. **Ed**

If it's money you want, I'll send a couple of quid over to the office for Andrea to get a haircut or something.
Andrew McMillan, County Down

Thanks very much. **Ed**

Tell Nintendo that we don't want tons of cartoony games for Gamecube because we really don't want this Shigsy guy to go bankrupt.
Matthew Dix, Whitley Bay

I'll pass on your concerns. **Ed**

I think that the world has a right to know about the imposter's evil deals. He must be stopped!
Harry Coules, Wantage

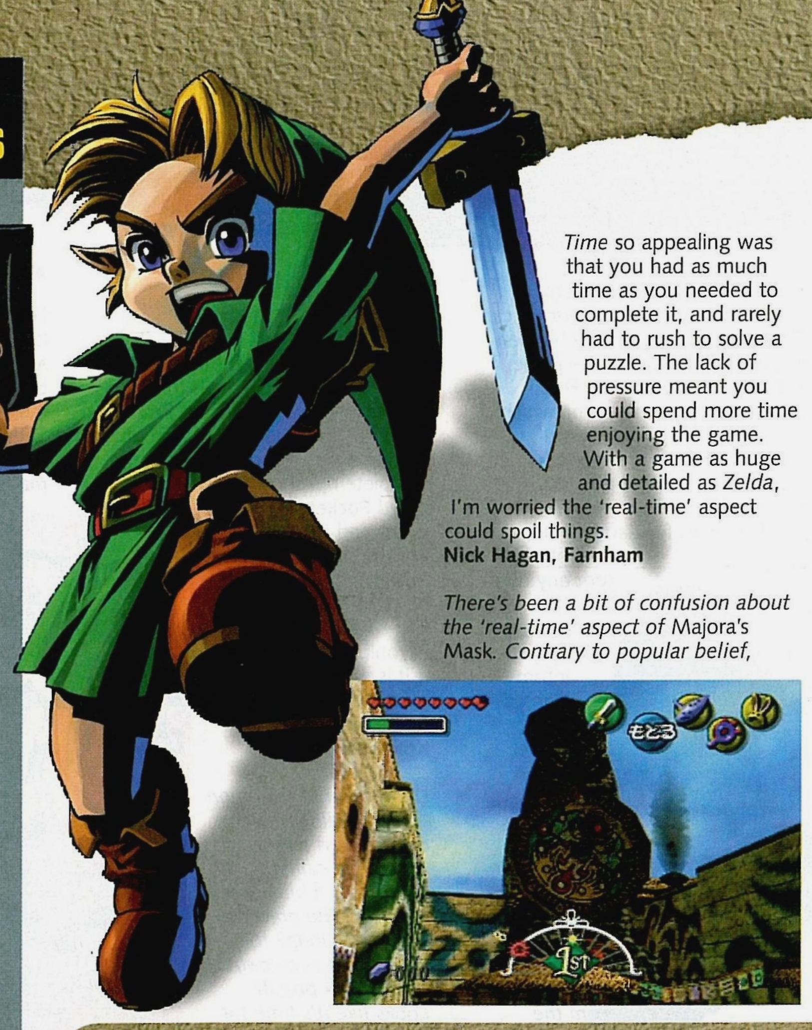
Indeed he must. **Ed**

One morning I woke up to the sound of gunfire, and there was my dad playing my N64 at seven in the morning!
Barry Singleton, Dublin

I'd put a stop to that if I were you. **Ed**

Mind you, the old-fashioned way was with a piece of string and a chunk of wood.
Dan Turner, Worcester

Ummm. Yes. **Ed**



Time so appealing was that you had as much time as you needed to complete it, and rarely had to rush to solve a puzzle. The lack of pressure meant you could spend more time enjoying the game. With a game as huge and detailed as *Zelda*, I'm worried the 'real-time' aspect could spoil things.
Nick Hagan, Farnham

There's been a bit of confusion about the 'real-time' aspect of Majora's Mask. *Contrary to popular belief, days in the game don't last 24 hours. In fact, they only last for about 12 minutes, which means that to complete the game in just three days you'd only actually have about half an hour. Obviously that's nowhere near enough time, so the game lets Link travel back to 6am on Day One at any time he likes by playing the Song of Time on his ocarina – that's how you save the game. Going back doesn't mean starting again though – you get to keep all your equipment, and you'll remember everything you've learned. The only things you can't carry back are consumable items like bombs, Deku nuts and rupees. Oh, and you'll have to clear dungeon traps again and redo any sub-games. The time aspect really comes into play when you're dealing with Hyrule's inhabitants, who are best approached at different times of the day. Does that clear things up? The game's massive, but there won't be any pressure to rush through it – you'll just have to think carefully about what you do and when. See issue 43 for more details, and we'll have a playtest of the English cart in a couple of months' time.* **Ed**

Your trusty ocarina means you won't have to rush through Majora's Mask.

So tell me this

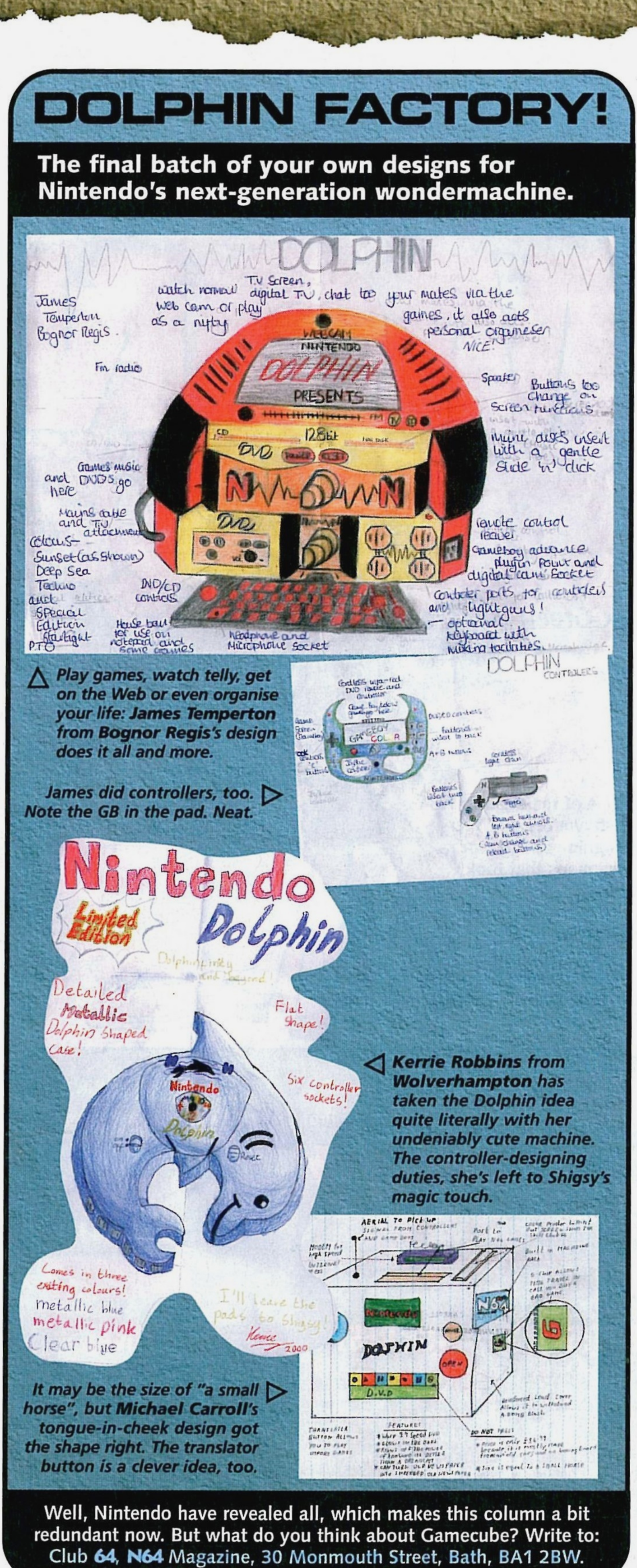
1. Is ***Metal Gear Solid 2*** coming to Gamecube?
2. Will ***Super Mario 2*** feature a co-op mode or multiplayer?
4. What is the War! level in ***Perfect Dark*** about? I have the other three, but Perfect Agent is really hard.
Joel Anderson, Belfast

1. Nothing's been confirmed, but we've heard murmurings that Konami's ace stealth-'em-up will make an appearance on Nintendo's next-gen console. The Game Boy Color version of Metal Gear Solid *is reported to be compatible with* Metal Gear 2 *– enabling players to unlock hidden features – so, as it's unlikely that Nintendo will let Konami link Game Boy with PlayStation 2, that suggests a Gamecube version is on the way. Everything's crossed.*
2. Back in 1997, when details about Super Mario 2 *first cropped up in the Japanese magazine* Dengeki, *it was reported that you'd be able to play as Mario or Luigi and, possibly, in tandem. The game won't appear on N64 now, but work has been done on it, so keep an eye out for* Super Mario 2 *on Gamecube.*
4. The four special assignments – Mr. Blonde's Revenge, Maian SOS, War! and The Duel – are unlocked after you've completed different parts of the game. In the War! mission, you are a member of a team of Maians battling against Skedar. To be able to access it, you'll need to complete the game on Perfect Agent – if you're finding it tricky, get your hands on a copy of our Perfect Dark *guide, stuck on the front of last month's issue.*

1. What happened to EA's Premier League game?
2. When will ***Star Wars: Battle for Naboo*** be out?
3. My Mum and Dad are going to Australia and New Zealand. Will they be able to buy games over there that will work on my UK PAL N64?
4. What watersports will appear in ***Wild Water World Championships***?
Scott MacDonald, Leeds

1. I'm assuming you mean FA Premier League Stars, *which came out on PC and PlayStation last year. It was never scheduled for release on N64, but expect plenty of EA's money-spinning sports franchises to crop up on Gamecube.*
2. It's due for release in the States in November, but at the moment it doesn't appear on Nintendo's UK release schedule, which currently goes up to early 2001. Sometime next year is about as specific as we can be for now.
3. Yes, because Australia and New Zealand use the same PAL TV standard as the UK does. Japan and the US use the NTSC system. You might even find some games down under that haven't been released here yet!
4. WWW Championships *has been canned. Sorry.*

Got a query about the N64, Gamecube, forthcoming titles or anything Ninty-related? Send them to:
So tell me this…,
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW.



DOLPHIN FACTORY!

The final batch of your own designs for Nintendo's next-generation wondermachine.

*△ Play games, watch telly, get on the Web or even organise your life: **James Temperton from Bognor Regis**'s design does it all and more.*

James did controllers, too. ▷ Note the GB in the pad. Neat.

*◁ **Kerrie Robbins** from **Wolverhampton** has taken the Dolphin idea quite literally with her undeniably cute machine. The controller-designing duties, she's left to Shigsy's magic touch.*

*It may be the size of "a small horse", but **Michael Carroll**'s ▷ tongue-in-cheek design got the shape right. The translator button is a clever idea, too.*

Well, Nintendo have revealed all, which makes this column a bit redundant now. But what do you think about Gamecube? Write to: Club 64, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

The N64 Magazine BOARD

Go on, be artistic!

Operation Winback-fan Simon Clark from Worcestershire sent us this team pic. Cheers! ▽

△ Professor Oak and his Poképals, courtesy of Ewan McLaughlin from Tyne & Wear.

Amersham's Rosie Duffy shows Mario putting his Wing Cap to good use. ▽

△ Edward Ashworth from Knutsford sent in this cool Team Rocket portrait. Good work!

A tribute to ▷ Wil's cover image for N64/38, from Zishaan Ajmal from Ilford.

HOW TO... be picture perfect in POKÉMON SNAP

by Mark Green

The second and final part of our photography masterclass.

It might look easy, but *Pokémon Snap* is one of the trickiest N64 games to excel at. Which is why, last month, we brought you the first part of the world's most extensive guide to *Pokémon Snap* photography, complete with exclusive maps that took our finest artists literally weeks to craft from scratch.

But it's far from over. There's the small matter of two more levels requiring our cartographers' attention. The star-spangled bonus level featuring that elusive kitten, Mew, needs tipping, too. And then there's Prof Oak's points-based Challenge Mode to explore.

So, we present four more pages packed with *Snap* tips – *plus* an irresistible competition. Go on – make Prof Oak proud!

WHAT WE SAID



We reviewed *Pokémon Snap* in issue 45 and this is what we concluded:

"Highly original and great fun to play. Shame there aren't at least 88 more monsters, though."



CHALLENGE THIS!

Four steps to thrashing Prof Oak's Challenge Scores...



THE MATHS

The Challenge begins after you've netted a shot of Mew. After each photo trip, your score is worked out by totalling the points *all* your pictures are worth (not just those Prof Oak sees), then multiplying it by the number of different Pokémon you snapped.



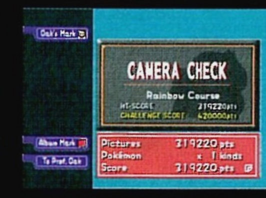
THE POINTS

Your first concern on every map should be working out which shot scores the highest – it's usually one of those extra-special Pikachu pictures. Rapidly hammer Z and A to take 20 to 40 photos of that single high-scoring moment.



THE REST

With the big-money shots in the bag, race through the rest of the level taking one photo each of the rest of the resident Pokémon. Quality isn't *too* important, unless you're looking to make Prof Oak burst into tears with a truly astronomical score.



THE FINAL

Rainbow Cloud, with only one monster to snap, needs a different tack. Simply, 50 or so faultless pictures of Mew… Chuck a Pester Ball and take five to ten pics as it spins, then repeat. Don't worry about distance or seeing its face – just ensure it's central.

CAVES

Entry Requirement: bash Porygon on River level.

Things get tricky on this course. The best photo opportunities occur near the end of the level, and only if you've made clever use of Pester Balls and food.



PROF OAK'S PIKA POSE!
"The hardest but potentially the most profitable pic of all. Save Pika from the Zubat, then hatch the Articuno and swing to face the Jynxes. Wait, and Pika will ride by on the bird's back!"



Did you manage to rescue all three Jigglypuffs by knocking out their Koffing tormentors? If so, they'll put on a little show for you at the end of the level, and big points are yours.





The Jynx duo make for a decent photo in their natural pose, but play them a song on the Pokémon Flute for a unique Jynx dance routine. The nearest of the two makes for the best shot.



Blow on the flute as you round the corner and an Articuno will break free from the wobbling egg. Approach slowly and you'll bag a beautiful shot of the moment the glittering bird hatches.

PROF OAK'S SIGN!
"Those glittering stars to the left of Weepinbell's pool form the Mewtwo Constellation if you catch them on camera. Disappointingly easy, I thought."



PROF OAK'S PIKA POSE!
"I've got a shedful of points ready for a snap of Floating Pika. Throw Pester Balls at the flittering Zubat here and he'll drop that spiky-tailed mouse. Where those balloons come from is anyone's guess."





The Jigglypuff-chasing Koffings are best snapped as they deflate after swallowing a Pester Ball – avoid the Rush Engine for a close shot. You'll be rewarded later for bashing all three Koffings.



The Weepinbell bouncing around the pool is obvious – but a Pester Ball to the face will force him to evolve into Victreebell. Use apples to prevent his rotating antics and capture his face.

The twin Grimers just after the beginning of the level don't make for the most spectacular shot – but photograph them both and another will appear in this spot, ready for its close-up.



A carefully-placed apple will bring all three Bulbasaurs together here. But Pester Balls will then reveal them to be Dittos in disguise, and more apples will unite the trio of pink blobs.



You'll notice Zubats fluttering past at several points in the run-up to Weepinbell's pool. Manage to snap all six and they'll reappear in formation at the end of the level.



Any given Grimer can be morphed into a Muk by chucking three Pester Balls into its gob. If you've pulled the previous Grimer trick, smack the closest monster for a matchless Muk moment.

GO! GO!



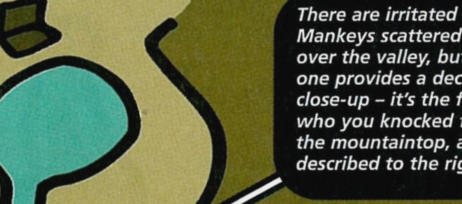
VALLEY

Entry Requirement: snap 40 different Pokémon.

This is a fast-moving river, making decent photographs even trickier than usual. Swing the Zero-One to face away from the flow if it's all too fast for you.



PROF OAK'S SECRET PATH!
"Argh! That screaming Mankey on top of the hill is hurting my head! Pester Ball the Squirtle shell to knock Mankey down, then bash him on the other side of the hill. Secret stream ahoy!"





There are irritated Mankeys scattered all over the valley, but only one provides a decent close-up – it's the fellow who you knocked from the mountaintop, as described to the right.

4000pts

Notice how the whirlpool here flashes if you feed it an apple. Lob in three to bring a Dragonair calling – Prof Oak will beam from ear to ear if you can catch the monster roaring in mid-air.



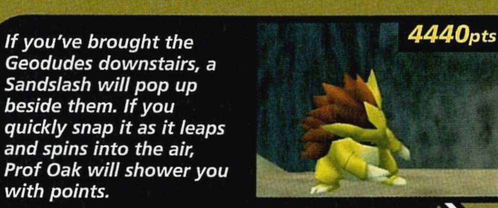
Sink a Pester Ball next to the bank opposite the first Mankey and he'll boot the Magikarp that emerges far away. It'll settle opposite the waterfall – bop it on the head and this Gyrados will appear.



As you ride the rapids, some Staryus will appear in the sky. Successfully photograph all three and, when you hit calmer waters, they'll evolve into Starmies for a pleasing photo.



The trio of Gravelers opposite the waterfall are sleeping – until you let rip with the Pokéflute and give them something to dance about. Hug the bank and cram all three into the photo if you can.



If you've brought the Geodudes downstairs, a Sandslash will pop up beside them. If you quickly snap it as it leaps and spins into the air, Prof Oak will shower you with points.



The three Geodudes clinging to the rocks can be brought down with Pester Balls, at which point a trio of Sandshrews will pop up to say hello. Draw them near with apples before firing.



For the best picture of Geodude, chuck Pester Balls at its stony hide as it hangs from the left-hand rock formation. Two angry Geodudes in one photo will lead to a points bonanza.

PROF OAK'S SIGN!
"Spotted it yet? Go on, it's easy. No? You're going to kick yourself. Directly ahead as you start is a mountain range in the shape of a Dugtrio. 'Mt. Dugtrio', as I hilariously call it!"





The rocks floating past you as you begin are actually submerged Squirtles. Knock at least three onto the shore with a Pester Ball, then tempt them with apples for a super shot.



Lobbing Pester Balls into the water all the way along the valley will bring Goldeen, Dratini and Magikarp leaping from the depths. Their glittery jumps provide points-laden pics.

SHOOT THE CAT

With all six Pokémon signs under your belt, Rainbow Cloud – and Mew – are unlocked.

1 Attempting a photo of Mew inside his bubble has this unwelcome effect. You're going to have to break the fellow out.



2 First, throw apples or Pester Balls directly at the centre of the bubble as it floats in front of the Zero One.

3 After three direct hits, Mew tries a different approach – floating towards you in one of three directions.

4 As soon as you set eyes upon the psychic kitten-creature, chuck an apple at the centre of the bubble. Be quick, mind – if you leave things too late, your projectile will pass right through.

5 Three hits later, tap Top-C to face straight ahead. Mew will then hover into view from behind, to the left or right.





6 Throw a high Pester Ball into the distance – if it hits Mew, the cat'll stop and flick to face you. It's photo time.

7 If you can repeatedly hit him, Mew will move even nearer to you for an ultra-close shot. Don't get too close, though, or he'll disappear.

8 After a while, Mew will return to his bubble – but this time around, it'll only take one hit with an apple or a Pester Ball to smash the sphere. Keep at it...



WIN! POKÉMON GOODIES!

cut out and send

POKÉPRIZES ON OFFER FOR SUPERB SNAPS!

We've collected a ridiculous amount of Pokémon tat since Pikachu and chums landed in the UK, and it's about time we got rid of it. To that end, we want your photos. Attach the form opposite to photographs or a video of the most funny, bizarre or thought-provoking snaps from your *Pokémon Snap* album and send the whole caboodle to us. If we judge your pics as being the best of the lot, you'll soon have Pokémon goodies flooding through your letterbox. Get snapping!

The photos we want...

YES!

- Pokémon in particularly bizarre poses.
- Groups of Pokémon seemingly interacting.
- Pictures that make us laugh.

NO!

- Mew.
- Unremarkable shots of single Pokémon.
- Anything that looks vaguely obscene.

The *Pokémon Snap* pics I've sent with this entry slip are presumed prizeworthy. If I win, you can send the goodies to...

Name..

Address..

....

....

....

Postcode..

Send your entry to: Kodak Moment, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW. Closing date is Friday 27th October.

HOW TO... shine like a superstar at MARIO PARTY 2

It's a party political board-cast!

by Alan Maddrell

Bowser's up to his old tricks again – but this time, Mario and chums have decided not to jump on people's heads and eat mushrooms. Oh, no. This mission requires your skill on a game board and in all kinds of cute and crazy minigames – from wind-up Shy Guy races to quick-draws, log-sawing and more. Mint!

However, all's not quite as simple as it might seem. You see, it's easy to run into real difficulties as you make your way across the various boards to Toad. But with the following pages of premium tippery, we'll help you avoid an embarrassing thrashing at the hands of your chums. So, put on your best cowboy hat, Mario-style, and deliver a resounding toot on one of those unfurling paper 'phoop' things – we're gonna party now!

WHAT WE SAID



We reviewed *Mario Party 2* in issue 42 and this is what we concluded:

"It's only fun with friends, but it's *brilliant* fun, and a marvellously unique Nintendo experience."

N64 STAR GAME



ITEMS

The power-ups marked with a star here can only be gained from minigames.













NORMAL MUSHROOM
Lets you roll two dice for one turn. Roll a double and you get that amount of coins, too.

GOLD MUSHROOM
Similar to a normal mushroom, but it gives you three dice. Naturally, you'd need to throw a triple for bonus coinage.

SKELETON KEY
Forget about passing through a locked gate without one. They make shortcuts around the board possible, too.

PLUNDER CHEST
Only use this when your opponents have got some tasty items, as you'll nick one of them from someone at random. Cheeky.

DUELLING GLOVE
Pick a scrap with someone, and bet coins on it. Best used before the sixteenth turn, when things start heating up.

PARTY POLICY

Find out what it's all about. Surprises are overrated, anyway.

BOWSER SPACE

Avoid these like the plague. Occasionally you might win yourself 10,000 coins or 100 stars, but you're more likely to just get robbed.



BABY BOWSER

This cheeky tyke nicks five coins off you. Again, he's best avoided if at all possible.





KOOPA BANK

Going past the bank without stopping will cost you five coins. But if you come to a halt on the space, Koopa will give you every coin he has collected – so, if two people have passed through, you'll receive ten coins. Nice one.



TREASURE BOX

Land on this beaut and you can have a stab at winning yourself an item. Not all of the trinkets on offer are helpful, mind: try to avoid ending up with Baby Bowser – see the 'Items' section below to find out why.



ITEM SHOP

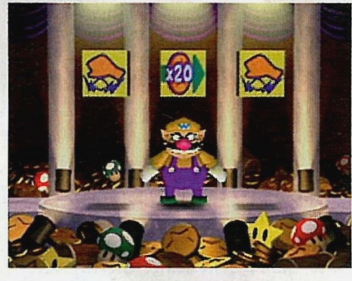
Hmm. No bonus coins for working out what this place is for.



? SPACE

This is where it all goes a bit crazy. Something different will happen on each board when you land on one of these spaces. They're a mixed blessing, but if you use them strategically, you'll be able to inflict some major damage.





! SPACE

It's 'Chance Time'. The great equaliser and cause of tears and enraged headbutts. Roll your two characters – if the block in the middle indicates an exchange of stars, then the tables are rapidly turned. Real party stuff.



BOO

In exchange for five coins, Boo will pilfer all of someone else's savings. However, give him 50 and he'll nick you a star. If you've got Boo stealing stuff out of your pockets, tap A repeatedly to get shot of the floating fella.

WHISTLES AND BELLS

When you've finally given Bowser what for and beaten Bowser Land, you'll open up the Credits Machine which, er, plays you the credits. Also, at any time you can press L to hear your character deliver a joyous cheer. And while we're talking about miscellaneous things, here's a sneaky tip for buying minigames more quickly. Play through on your own, then right before the end of the game, convert all the CPU players into humans. When the game ends you'll have all their coins and stars.



BOO ICON

You can call Boo to your aid with this. Not the most astounding power-up, but it can make the difference.



MAGICAL LAMP

Arguably the best item. The genie takes you to Toad so you can have a star. Worth trying for at every opportunity.



BOWSER ICON

Baby Bowser changes into the big lizard himself, who joins in the play. When he comes by someone, he nicks all their coins.



BOWSER SUIT

Fantastic stuff. Use this one when you're about to pass by another player – you'll steal 20 of their coins. Ha!



WARP BLOCK

Pick up one of these and a randomly selected player will switch places with you. Let's face it, it's pretty pointless.



HIDDEN BLOCK

Ooh, mystery. You can't buy these, you'll just stumble upon 'em. Mostly they give you 20 coins, but you might just get a star.



BABY BOWSER

Er, yes. Pick this little scamp in an Item minigame and you'll get, well, nothing. Not one red cent, as they say.

GO! GO!

WORLDS APART-Y

Knowing what's happening on *Mario Party 2*'s six game boards is essential for taking on your mates.

PIRATE LAND



Ahoy there, me hearties! This is a pretty gentle start to your quest to trounce Bowser. The green 'happening' spaces on this board are on the bridges – when someone lands on one, the nearby ship will fire its cannon and all of the players on the bridge will be sent back to the start. If you land by a dock with an arrow on it, expect to be hurled somewhere else on the board at a cost of five coins. A tricky tactic to employ might be to alter the toll that the Thwomps require after you've passed them by. That'll wind up your fellow players a treat!



WESTERN LAND

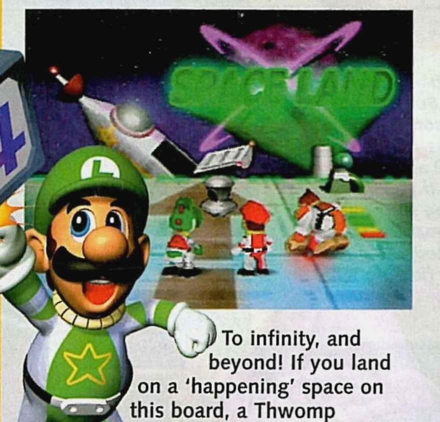






Yee-haw! The 'happening' spaces here cause the train to steamroller over anyone unlucky enough to be in its path. Make sure you know where it is by using the map function, so you don't run yourself over by accident. Similarly, at the Hootenanny place, you can mess everyone up by paying 20 coins to bring them all to you. Bizarrely, you can pay five coins at the train station to go *either* forwards *or* backwards, but you don't get to choose which.

SPACE LAND









To infinity, and beyond! If you land on a 'happening' space on this board, a Thwomp speeder will zoom round the outside of the square board. It'll do this along one side – or two if the Sniffit Patrol is blocking its exit – and will knock anyone in its path back to the start. It's worth coughing up five coins to get the Sniffit Patrol going as you pass their station. Watch the counter in the centre – as each person passes by, it goes down by one. When it reaches zero, Bowser will shoot a coin-robbing laser diagonally across the screen. This can be intensely frustrating if you lose your massive collection.

MYSTERY LAND





Spook! Treading on a 'happening' space this time around will warp you clockwise to another part of the board. But there are other ways around. Use a Skeleton Key or chuck ten coins into the relic in either the top-left or bottom-right sections of the map to open the way. Occasionally if you pay the relic, you'll end up in a small area with three 'happening' spaces and four red spaces. If you pass the Shy Guy's house, you can pay five coins to slow someone down for the next round. The hapless recipient of this curse will move a maximum of three spaces. Ha!





HORROR LAND





The horror, the horror! In the daytime, pay the Thwomps to let you down the paths which the Boos block at night. If you don't do that and elect to take the other paths, a Thwomp will block your way. Whoops. A 'happening' space will change the time of day, as will waiting two turns – or you could visit the mansion to bring about darkness, but that works only in the daytime, naturally. If you pass the spider's web, you can dance with Boos and Mr I to bring back the day. Crazy. You can also pay Mr I ten coins to shuffle you along the board in a diagonal direction.

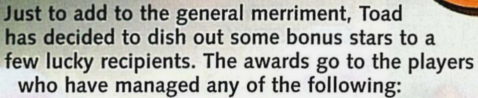




BOWSER LAND



The 'happening' spaces become very unpredictable for this final, apocalyptic clash with Bowser. If you land on one of the three in a row, you'll be whisked to the Blooper Wheel. Land on one of the 'happening' spaces there and you're off the wheel. If you hit any other 'happening' space on the board, you'll appear at another one elsewhere. Pass by the parade planning office to change the route of the Bowser Parade – so you don't get robbed every five turns. Towards the end of the game, avoid the Item Shop near the top-right of the board – the prices will have inflated to over 200 coins, and you can't avoid making a purchase.



REACH FOR THE STARS

Just to add to the general merriment, Toad has decided to dish out some bonus stars to a few lucky recipients. The awards go to the players who have managed any of the following:

- Collected the most coins in the minigames.
- Collected the most coins overall.
- Landed on the most green 'happening' spaces.

So, sneaky players might want to hang on to their coins towards the end of the game, or make sure that they land on as many of the green spaces as possible. If you're not on top in the star stakes, don't worry – there may still be hope!







TIPS EXT

Donkey Kong 64





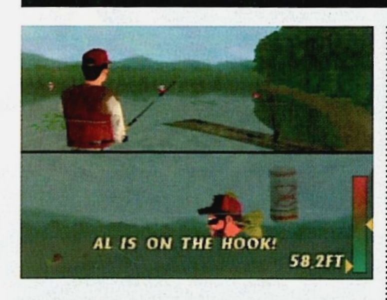
Following issue 44's round-up of DK64 secrets, we discovered some more odd glitches...

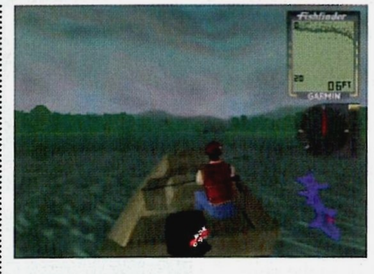
See Lanky swim on land
Go to Gloomy Galleon as Lanky, turn into the swordfish and then swim towards Snide's Hideout. Jump out of the water, still holding the analogue stick forward, and while you're in mid-air press and hold Z. Press Left-C to become Lanky again and you should land on the ground. Now when you move around it looks like Lanky is swimming on land. To stop this happening, just jump upwards.

Invisibility
Pick any character able to use the battle pad. After you've arrived there, hold B to charge up a move, but don't use it. Instead, while standing on the pad, press Z. Let go of B just as your character is about to disappear to fight. Your disappearance will be halted, but you won't be. This glitch has limitations, though: you can't go in any houses, you can't use a teleport pad, and you can't go through doors. Doing any of these things will make you visible again.



In-Fisherman Bass Hunter 64





Those fishies just refusing to bite? Select the Cheat Code screen from the Options menu, then try using one of these passwords:



Active fish
HAPPYFISH

Alternate view
GIMMIEDVIEW

Big Head mode
HEADADBIGA

Easy-to-catch fish
SUPERLURE

Extra money
ALLDCASH

Funny noises
SILLYSOUND

Large fish
MONDOFISH

Catch Al Linder
FISHMAN

Make fish scarce
WHEREDFISH

No penalties in Tournament
NOPENALTY

No snags
BAGDSNAG

Remove competitors
NOCOMP

Stock livewell with fish
GIMMIEDFISH

Unbreakable line
SUPERSTRING

Unlock all the lakes
ALLDLAKES

Unlock all the lures
ALLDLURES

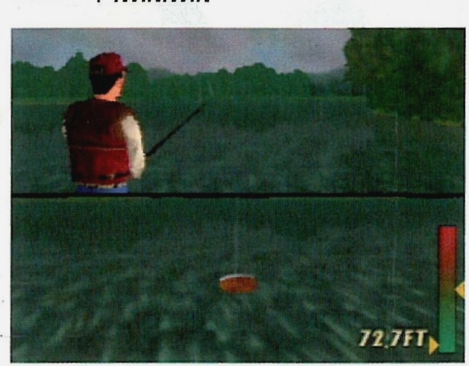
Unlock the bathtub boat
RUBADUBDUB

Unlock the fast boat
HYPERBOAT

Unlock the slow boat
WHATADRAG

Upgrade the depth-finder
FISHMAN

Win Tournament
IWINIWIN





Here it is: our monthly parachute drop of essential supplies for those battling it out on the N64-gaming front line. Grab 'em while you can!

Duke Nukem: Zero Hour

When on the 'Press Start' screen, enter the following button sequences to avail yourself of these handy secrets.

Character set one
A, L, R, Left, B, Down, Up.

Character set two
B, A, A, R, L.

Character set three
L, L, Up, Down, R, B, A.

Character set four
B, B, B, R, Left, A.

Character set five
Right, B, Left, L, A, Z.

Character set six
Up, Down, B, A, A, Left.

Rifle with unlimited ammunition
Top-C, Bottom-C, Left-C, Right-C, L, R.

Freezethrower with unlimited ammunition
Down, Up, A, L, R, Z.

Action Nukem mode
Down, Down, A, Z, Z, Left, A.

First person perspective
Down, Up, L, B, Z, Left, Top-C, Right-C, Left-C, Z.



Tony Hawk's Skateboarding



When your special meter is yellow, try busting out these mighty tricks.

Tony Hawk
***900:** Right, Down, Right-C.*
***Kickflip McTwist:** Right, Right, Right-C.*
***540 board varial:** Left, Left, Left-C.*
***360 flip to mute air:** Down, Right, Left-C.*

Chad Muska
***Frontflip:** Down, Up, Right-C.*
***360 shove-it rewind:** Right, Right, Left-C.*
***One-footed thumpin' 5-0 grind:** Right, Down, Top-C.*

Bob Burnquist
***Backflip:** Up, Down, Right-C.*
***Burntwist:** Left, Up + Top-C.*
***One-footed smith grind:** Right, Right, Top-C.*

Kareem Campbell
***Frontflip:** Down, Up, Right-C.*
***K'flip underflip:** Left, Right, Left-C.*
***Casper slide:** Up, Down, Top-C.*

Bucky Lasek
***Fingerflip airwalk:** Left, Right, Right-C.*
***Varial heelflip judo:** Down, Up, Left-C.*
***Kickflip McTwist:** Right, Right, Right-C.*

Andrew Reynolds
***Backflip:** Up, Down, Right-C.*
***Triple kickflip:** Left, Left, Left-C.*
***Heelflip to bluntslide:** Down, Down, Top-C.*

Geoff Rowley
***Backflip:** Up, Down, Right-C.*
***Dbl hardflip:** Right, Down, Left-C.*
***Darkslide:** Left, Right, Top-C.*

Rune Glifberg
***Kickflip McTwist:** Right, Right, Right-C.*
***Christ air:** Left, Right, Right-C.*
***Front-back flip:** Up, Down, Left-C.*

Elissa Steamer
***Backflip:** Up, Down, Right-C.*
***Judo madonna:** Left, Down, Right-C.*
***Primo grind:** Left, Left, Top-C.*

Jamie Thomas
***Frontflip:** Down, Up, Top-C.*
***One-footed nosegrind:** Up, Up, Top-C.*
***540 flip:** Left, Down, Left-C.*

Classic tip Zelda: Ocarina of Time

While the sequel to Link's first N64 adventure lies just around the corner, we're pretty sure that plenty of you lot out there are still engrossed in the superb original. And so here's a couple of our favourite tips...

Free Lon Lon milk
First, make sure that you have an empty bottle, then simply stand in front of any cow you find and play Epona's Song.

Extra ocarina tunes
Hold Z while playing to produce flat notes, and hold R to play sharp ones. You can also vary the pitch on a note by waggling the analogue stick. Try it out and compose your own masterpieces on the ocarina!





GO! GO!

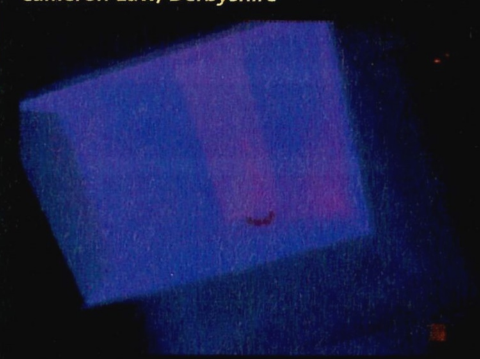
READERS' TOP 15 TIPS

Feeling lucky? Each month's ultimate tipster gets a Mirage Pad from Wild Things (029 2075 5774) and an **N64** badge.



Tip of the month

1 Perfect Dark
Using the X-ray specs, go to the Warehouse. In the tunnels you'll find a hole you can drop down. Don't drop down but look up with the specs. You'll see a crate marked with '?' which you can't shoot. Interesting…
Cameron Law, Derbyshire



2 Perfect Dark
Take on eight Darksims, putting only Remote Mines in all of the weapon slots. They can't detonate their mines, which gives you an easy win!
Ben Stanton, Surrey

3 Space Station Silicon Valley
Running out of gun power? Pop out of your host animal then quickly pop back in, you'll have full power. Keep blasting!
Andy Nunn, Grimsby



4 Michael Owen's WLS 2000
Want to get your team ratings up? Just before the coin toss, hold Right on the analogue stick and those stars will fill up fast!
Joe Imich, Essex

5 Perfect Dark
This works a treat in co-op. Select a gun, then have your chum disarm you while facing the floor so he doesn't pick it up. Pick your gun up again and you'll have more ammo! Repeat this as much as you like, but it doesn't work with the Psychosis Gun. Shame.
Gavin McDowall, Scotland

6 World Driver Championship
This quirk works with all the GT2 cars except the Rage. Using manual gears, get over 65mph then slam the car into reverse. You'll go a lot faster, but your handling will suffer considerably.
Alec Brunson, Narborough



7 Perfect Dark
On Special and Perfect Agent modes for Area 51: Infiltration, shoot the little grey squares on the walls in the comms bunker. Then, when you place the explosives, you won't have any lasers to contend with.
Paul Hollis, Stevenage

8 Zelda 64
Stand on the iceberg where Jabu-Jabu was, and look right. You'll see a cave. To get into it, go to where you get Farore's Wind and lift the grey boulder with the gold gauntlets. Fall down the hole and kill the invisible Skulltula using the Lens of Truth and the bow. Climb the ladder and you're in the cave. If you do it at night, you'll get a gold Skulltula.
Mark Nisbet, Ayrshire



9 Lego Racers
Create a new car, and when you get to the licence, enter the cheat 'mxpmx', then go for a test drive. Pick up a green power-up then face towards the blue sliding door. Press Z and you'll warp inside the door. Spook!
Daniel Taylor, Brixham

10 Zelda 64
Go to Goron City as a child and chuck bombs into the huge spinning vase so it spins wildly. If it stops with the Goron with the closed lips facing the steps, you'll get a heart piece. Repeat this trick for extra goodies.
Alison Wilson, Edinburgh

11 Perfect Dark
Make Jo crouch. Your accuracy increases, which is particularly useful on the firing range with the Reaper, or when sniping the guards in the Villa.
Stephen Connor, Banbury

12 Perfect Dark
In multiplayer, poison someone with a knife, then kill them. When they come back they'll still be dizzy and they'll choke to death.
Luke Wilson, Paignton

13 Wrestlemania 2000
For new costumes, press Left-C at the character selection screen. To make your Attitude Meter rise quickly, hold Right on the analogue.
Graham Pinkerton, Hilton





14 Bomberman 64
Using a third-party controller with a slow-motion button, engage slow mode when you get to the title screen. Then press Start very quickly a number of times and you'll unlock four new arenas for the multiplayer mode.
Chris Bailey, Rotherham

15 Perfect Dark
Grab the crate from the hangar and use it to wedge open the door to the firing range. This will allow you to shoot Foster and chums, the guns and so on. Also, wedging open the door to the device lab means you can send the CamSpy buzzing around the Carrington Institute.
James Rennie, Buckinghamshire

YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a list of the best and if you make it in, we'll send you a rather flash **N64** pin badge. If you get the coveted 'tip of the month' slot you'll get something extra special.

cut out and send

TIPS EXTRA

Send to: Tips Extra, **N64** Magazine 30 Monmouth St, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my top tip

It's for [game name]:

And I've found that if you:

Name...

Address...

....

....

....

....

Postcode...

Dr Kitts prescribes another easy-to-swallow game solution pill.



Dr Kitts,
I've been having trouble on Ninja Land in *Snowboard Kids*, and I was wondering if there are any cheats to enable you to get all boards, all characters and all courses. It's driving me crazy!
Jonathan Kemp, Farnham

Shivering slightly at the thought of all that cold, wet stuff, Dr Kitts draws his white coat tighter around his pointy shoulders.
Well, if your sanity's at stake then perhaps you should try this: to access all snowboards and all the levels, at the 'Start' screen, press Down on the analogue stick, Up on the analogue stick, down on the D-pad, Up on the D-pad, Bottom-C, Top-C, L, R, Z, Left on the D-pad, Right-C, Up on the analogue stick, B, Right on the D-pad, Left-C and then Start. If you don't mess it up, you should hear Nancy laugh. Sinobin's the only secret character and to unlock him you'll need to finish first on Ninja Land.



Dr Kitts,
I've got an Action Replay cart, but still can't find any codes for *Resident Evil 2*. Please help me!
Adam Grant, Cheltenham



Dusting off his Reader's Digest Guide to Action Replay Codes, Dr Kitts leans back in his big, black swivel chair.
Well Adam, here's a few codes to get you started. If you require any more, I suggest you refrain from clogging up my busy appointment schedule and pay a visit to Datel's website at www.datel.co.uk.

Must be on code (m)
F10004F0 0000
F10004F2 0000

Infinite health
810DDE22 00C8

Number of saves will always be one
810E5650 0000

Play extra missions
810DDBEE 00XX
XX = 48 *for the Fourth Survivor*
XX = 49 *for Tofu.*

Start on the second scenario
810DDC0C 0040

Start with backpack (provides two extra slots in the inventory)
D10E584E 0000
810E584E 0001

Dr Kitts,
Where do you get a Bomb Bag from in *Ocarina of Time*?
Ceri Spencer, Upper Colwyn Bay

Pausing from polishing his stethoscope, Dr Kitts purses his lips.
The Bomb Bag, eh? It's hidden in a chest in Dodongo's Cavern. Work your way through there until you reach the two Lizalfos – just after you've shot the eye which makes the flames disappear. Shoot the two eyes in the next area, then continue down the corridor until you reach the chest containing the Bomb Bag.



Dr Kitts,
In *Mario 64* I'm stuck on the fifth star in Wet Dry World. The clue is to go to town for red coins, but I don't know how to get into town. Please help my Mum and I.
Dylan Madden, Glasgow



Smiling at the happy memories, Dr Kitts taps his pen on the desk.
First you need to flood the course; the easiest way is to enter Wet Dry World with a triple jump or reverse somersault – this'll raise the water more than the diamond switches allow. Swim down behind the corner cage to the Atlantean City – the town in the clue – and then locate the low diamond switch to drain all the water. Smash all the cork blocks to gather the red coins and then wall-kick between the buildings to climb to the rooftops. Simple, eh?

Got a gaming query?

Doesn't matter how small or how precise, write in to Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to:

Dr Kitts' Game Clinic
N64 Magazine
30 Monmouth Street, Bath, BA1 2BW.

cut out and send



Good afternoon Doctor...

I've got this terrible gaming affliction – it's like this...



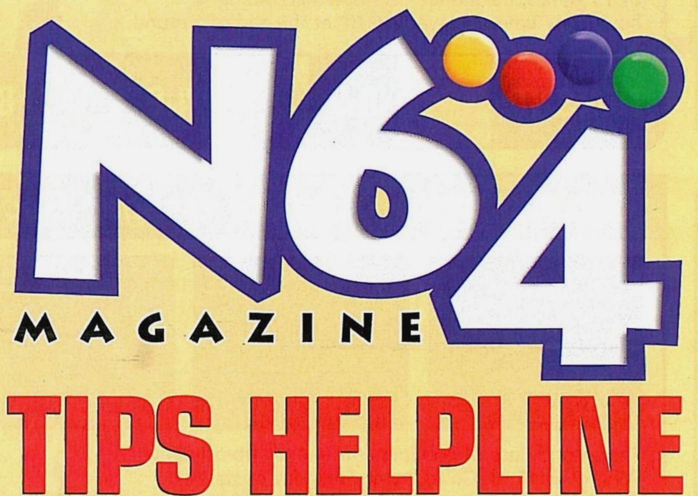
My name is ....

and I live at ....

....

....

Postcode ....



TIPS HELPLINE 0906 466 4447

Open 8am – 11pm, 7 days a week

Although we attempt to cover pretty much every tip for every game here in the magazine, sometimes there'll be a particular section that has you tearing your hair out. Well before you inflict premature baldness on yourself, consider some of the options – you could get hold of some back issues you might have missed (see page 106 for details), you could call the Nintendo Hotline on 01703 652222, or you could write a letter or email to us.

Or you could give the number above a ring, where a team of experienced gamers will do their best to sort you out.

Call for the latest tips on the greatest games

Perfect Dark • Donkey Kong 64 • Zelda: Ocarina of Time • Pokémon Stadium • GoldenEye 007 • Jet Force Gemini • Super Smash Bros • Banjo-Kazooie • WWF Wrestlemania 2000 • And loads more!



• Calls cost £1.50 a minute at all times. Charges appear on your standard telephone bill. All callers must be 16 or over, and should seek permission from bill payer before calling.
• No call waiting – if all operators are engaged, you'll simply get an engaged tone. If you'd rather not try again later, leave a message and we'll call back at no charge.
• If we can't answer your question immediately, we won't keep you hanging on – give us 24 hours, ring us back, and we'll have the answer for you straight away.
• Got a problem with our service? Ring 0870 800 6155 or fax 01753 755930 and we'll do our best to fix it. If you're still not satisfied, we'll reimburse the cost of your call.

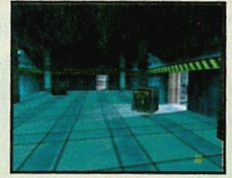
Eight challenges to test the best.

GAME ON

Ladies and gentlemen, **N64** Magazine is proud to present a cavalcade of carnival curiosities for your delight and delectation!

Witness the twisted freaks of gameplay concocted by the world's finest game tinkerers and scientists! For your special delight this evening they have forged a variety of strange and entertaining hybrids of videogaming action from some of the very finest titles that the N64 has to offer. So sit back, take the hand of someone you trust, and enjoy the show…

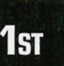
PERFECT DARK — *Perfect Footie*



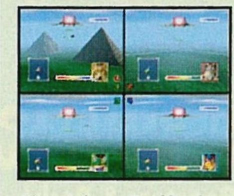


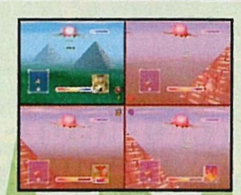


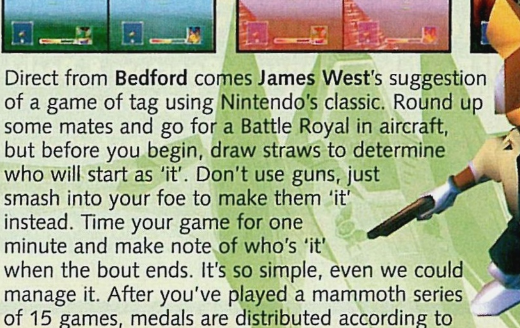
Didn't know *PD* was a footie sim, did you? **Gareth Dineen** of **Reading** shows how it can be. Go to the Warehouse with two or three mates – but no weapons, limits or sims. Head to the room with eight pillars and three crates. One crate is a floater, you see, while the stationary crates work as a set of goalposts. Somebody acts as keeper, and the others have to shove (not grab) the floating crate and score goals. Medals are doled out each time someone has bagged five goals, and the gold-winner then takes a turn as the keeper.

RANKING						
		 1ST		2ND	 	3RD

LYLAT WARS — *Animal Magnetism*







Direct from **Bedford** comes **James West**'s suggestion of a game of tag using Nintendo's classic. Round up some mates and go for a Battle Royal in aircraft, but before you begin, draw straws to determine who will start as 'it'. Don't use guns, just smash into your foe to make them 'it' instead. Time your game for one minute and make note of who's 'it' when the bout ends. It's so simple, even we could manage it. After you've played a mammoth series of 15 games, medals are distributed according to how many times a player was 'it' at the end of a round.

TIMES 'IT'						
		0-3		4-6		8-15

1080° SNOWBOARDING — *Suicidal Tendencies*







This challenges wings its way to us from **Stephen Hibbs** in **London**. Go for a time trial on Dragon Cave with the aim of smashing yourself into oblivion as quickly as possible. Sounds simple, yes? Well, you must not use the A button, so that means no jumping. If it's still too easy, try it as the Panda, who is less likely to fall over and get killed. Compare your time with Stephen's to see which medal you get. Tried all that? We reckon doing it on two-player would provide even more amusement…

TIME (SECS)						
		33		35		37

STAR WARS EPISODE 1: RACER — *Banger Racing*



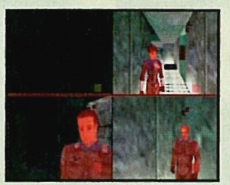
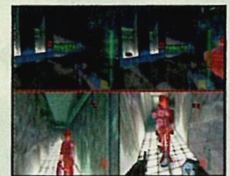
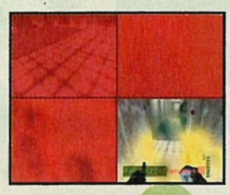




The second dose of goodness this month from **James West** of **Bedford**. Go for some Free Play or start a new game, then select any pod and go to the Boonta Training Course. Simply race through the three laps, looking at the front of your pod by using Bottom-C. Sounds easy, eh? Well, try doing it without either repairing your pod or referring to the handy old map. You will almost certainly crash, so you'll get a medal according to how few times you bite the dust over the three laps.

WIPEOUTS						
		3		5		10

PERFECT DARK *DIY BombSpy*

Robert Carroll from **Lancashire** brings us an entertainingly lethal effort that requires teamwork. In multiplayer, set the four human players' handicaps to 10% and the weapons to Remote Mines and K7s. Two play CI spies, the other two play as G5 conspirators – the conspirators also have a Perfect Sim on their team, set to 'protect'. The spies set up camp, and one covers their colleague with mines. Using the K7s, the conspirators must defend themselves from the bomb-clad kamikaze spy, who will be detonated by the other spy. Medals for how long the conspirators last.

MINUTES SURVIVED  15  10  5

THE LEGEND OF ZELDA *Turn, turn, turn!*





Lee Howes from **Great Yarmouth** has come up with another quirky pastime using Miyamoto's stroke of genius. Go to the windmill at the back of Kakariko Village and clamber onto the spinning platform. When you're there, play the Song of Storms, stand near the edge of the platform, then use Z-targeting. With Z held down, run around the very edge of the circular platform. If you fall off, it's all over and you start again from scratch. Medals for how many times you manage to get around the plank without falling off.

LAPS  6+  4+  2+

DONKEY KONG 64 *Get orf my land!*

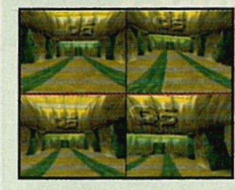
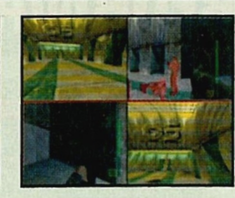




Stephen Smith of **Bristol** describes his challenge as 'complex'. Head on over to Fungi Forest, then select Tiny from the tag barrel. Find the large patch of soil with the apple on the floor – it's in the area with the main tree and the cuckoo clock. What you have to do is make your way around the tree without touching the ground. This'll involve doing the spinning hair trick to get from 'shroom to 'shroom, as well as using the vines to get to the giant well with the headphones on. Get to the tag barrel and you've made it. Award yourself a medal for how far you get.

HOW FAR?  END  ALMOST  HALF WAY

PERFECT DARK *You slay me!*


More *PD*-related antics, this time from **Gordon Learoyd** of **Newbury**. In multiplayer mode, go to the Grid level with no simulants and an armful of Slayers – you can probably guess where this one's going. All of you should head to the the two corridors which circle the bottom lift. Then, using the Slayer's secondary function, race your rockets around the corridors for a minute. Using A, B or R to slow down the rockets might be useful. Obviously, should your rocket explode it's all over and you'll have to start again. Medals for how many laps you manage in a minute.

LAPS  7  5  3

Now it's your turn!

GAME ON

Do you have any weird ways of playing your favourite games? If you've got a nifty challenge that you'd like to share with **N64** readers around the world, we'd love to hear about it. Write 100 words explaining what you've got to do, and set three suitable levels of achievement for Gold, Silver and Bronze medals.

Send your challenges to:

Game On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

CHALLENGES WANTED!

As well as all the usual games, we're particularly interested in Game On challenges for...
Perfect Dark • Tony Hawk's Skateboarding
The Legend of Zelda • Pokémon Snap
We'll print the best right here, and you'll get a flashy **N64** pin badge for your troubles. Now you can't say fairer than that, can you!





I'M THE BEST

What price perfection? Or rather, what *time*?

And so it starts. *Perfect Dark* finally gets an I'm the Best league of its own – and it's sure to fill up mighty quick, so get your scores in soon if you want to see your name up there in, er, ink.

We'll stay with best Agent mode times for a bit, but we'll take them for *all* levels now.

Track & Field times have poured in too – and some of the events are maxed after just two months! Great stuff!

New Leagues

POKÉMON SNAP

Proud of the contents of your Pokémon Report? Flaunt your snapping skills before the world by sending in your total score. We'll print the best entries in N64/49!

RIDGE RACER 64

Times are steadily trickling in – but we want more! Prove your worth behind the wheel in our forthcoming league table!





STAR PERFORMANCE in conjunction with Wild Things



Anything that makes Kittsy raise an impressed eyebrow, or Alan hum his approval, is usually pretty swish, but Kostas Mitzithras's *1080° Snowboarding* entry went straight to the top of our list when it elicited a favourable response from *both* of them.

In Air Make mode, Kostas managed a decidedly impressive *ten-trick* combo, worth *50,000* points. As a reward for his top-notch thumb-flexing, we're sending a Mirage joypad to him in Athens, courtesy of the nice folk at Wild Things (029 2075 5774 or www.wild-things.co.uk). Pretenders to the Star Performance throne are welcome to send in their scores – with proof, of course. Just mark the envelope 'Star Performance'.

NEW HIGH SCORE!

N64/45's Time to Beat was a speedy assault on *Perfect Dark*'s Air Force One level. We had plenty of worthy candidates, but the paciest president-saver was Gary Carney from Newcastle-upon-Tyne, who blitzed the job in a mighty fine 1:03. A Mirage joypad is on the way!

THIS MONTH'S SCORE TO BEAT



Pokémon Snap, then. Armed with last month's maps and the ones in this very issue, *plus* the DGG+ on the cover, have a shot at topping Greener's Pokémon Report score of 253,240. Keep that shutter button busy and send in your results – we'll print the best in N64/49, and a gold-hued Mirage joypad will be duly dispatched to the most skillful snapper.

Perfect Dark

BEST AGENT MODE TIMES

DATADYNE CENTRAL: DEFECTION		
1	0:37	Gary Carney, *Newcastle-upon-Tyne*
2	0:50	Hedley Gabriel, *Essex*
3	0:53	Christopher Halley, *Cowbridge*
4	1:46	Jonathan Mansour, *Liverpool*
DATADYNE RESEARCH: INVESTIGATION		
1	1:43	Gary Carney, *Newcastle-upon-Tyne*
2	2:20	Hedley Gabriel, *Essex*
3	2:39	Jonathan Mansour, *Liverpool*
DATADYNE CENTRAL: EXTRACTION		
1	1:41	Christopher Halley, *Cowbridge*
2	1:44	Gary Carney, *Newcastle-upon-Tyne*
3	2:18	Hedley Gabriel, *Essex*
4	3:33	Jonathan Mansour, *Liverpool*
CARRINGTON VILLA: HOSTAGE ONE		
1	1:40	Gary Carney, *Newcastle-upon-Tyne*
2	2:09	Hedley Gabriel, *Essex*
3	2:26	Zahir Ishani, *Surrey*
4	17:39	Jonathan Mansour, *Liverpool*
CHICAGO: STEALTH		
1	0:21	Gary Carney, *Newcastle-upon-Tyne*
2	0:45	Christopher Halley, *Cowbridge*
3	1:31	Hedley Gabriel, *Essex*
4	1:54	Zahir Ishani, *Surrey*
5	6:25	Jonathan Mansour, *Liverpool*
G5 BUILDING: RECONNAISSANCE		
1	1:00	Gary Carney, *Newcastle-upon-Tyne*
2	3:00	Hedley Gabriel, *Essex*
3	7:09	Jonathan Mansour, *Liverpool*

International Track & Field



100M DASH

1	9.28secs	Tony Dunster, *London*
1	9.28secs	Mark Dunster, *London*
3	9.43secs	Liam O'Connell, *Dorking*
3	9.43secs	Darren Bolton, *Lincolnshire*
5	9.44secs	Marie Crowther, *Kent*
5	9.44secs	Steve Poulton, *Yeovil*
5	9.44secs	Edward Smith, *Trowbridge*

110M HURDLES

1	12.64secs	Mark Dunster, *London*
2	12.68secs	Tony Dunster, *London*
2	12.68secs	Darren Bolton, *Lincolnshire*
4	12.76secs	Mark Wyss, *Moreton-in-Marsh*
4	12.76secs	Edward Smith, *Trowbridge*

LONG JUMP

1	9.40m	George Vaughan, *Coventry*
1	9.40m	Liam O'Connell, *Dorking*
1	9.40m	Edward Smith, *Trowbridge*
4	9.39m	Tony Dunster, *London*
4	9.39m	Russell Whitham, *Moreton-in-Marsh*
4	9.39m	David O'Hara, *London*
4	9.39m	Darren Bolton, *Lincolnshire*
4	9.39m	Adam Bolton, *Lincolnshire*

JAVELIN

1	105.84m	Liam O'Connell, *Dorking*
1	105.84m	Matthew Smith, *Sutton Coldfield*
3	105.75m	Marie Crowther, *Kent*
3	105.75m	Tom Whittle, *Bucks*
3	105.75m	Edward Smith, *Trowbridge*
3	105.75m	Roger Santen, *Lincolnshire*

VAULT*

1	10.00pts	Stuart Richards, *Dorking*
1	10.00pts	Tony Dunster, *London*
1	10.00pts	Darren Le-warne, *Hants*
1	10.00pts	Edward Smith, *Trowbridge*
1	10.00pts	Darren Bolton, *Lincolnshire*
1	10.00pts	Adam Bolton, *Lincolnshire*

HAMMER

1	101.25m	Darren Bolton, *Lincolnshire*
2	101.22m	Darren Le-warne, *Hants*
3	101.21m	Adam Bolton, *Lincolnshire*
4	101.19m	Edward Smith, *Trowbridge*
4	101.19m	Julie Barker, *Lincolnshire*

WEIGHTLIFTING

1	280.0kg	Tony Dunster, *London*
1	280.0kg	Mark Dunster, *London*
1	280.0kg	Darren Bolton, *Lincolnshire*
4	277.5kg	Edward Smith, *Trowbridge*
4	277.5kg	Stuart Richards, *Dorking*

POLE VAULT*

1	6.99m	Stuart Richards, *Dorking*
1	6.99m	Ramsay Melville, *Fife*
1	6.99m	Edward Smith, *Trowbridge*
1	6.99m	Darren Bolton, *Lincolnshire*
1	6.99m	Adam Bolton, *Lincolnshire*
1	6.99m	Julie Barker, *Lincolnshire*

League is now closed – max scores have been reached.

TRIPLE JUMP

1	19.10m	George Vaughan, *Coventry*
2	19.09m	Andrew Witham, *Moreton-in-Marsh*
2	19.09m	Edward Smith, *Trowbridge*
4	19.08m	Darren Bolton, *Lincolnshire*
5	19.06m	Mark Dunster, *London*

HIGH JUMP*

1	2.54m	Tony Dunster, *London*
1	2.54m	Mark Dunster, *London*
1	2.54m	Stuart Richards, *Dorking*
1	2.54m	Ramsay Melville, *Fife*
1	2.54m	Edward Smith, *Trowbridge*
1	2.54m	Darren Bolton, *Lincolnshire*
1	2.54m	Adam Bolton, *Lincolnshire*
1	2.54m	Julie Barker, *Lincolnshire*

100M FREESTYLE

1	0'46"22	Roger Santen, *Lincolnshire*
2	0'46"29	Liam O'Connell, *Dorking*
3	0'46"41	Tony Dunster, *London*
3	0'46"41	Mark Dunster, *London*
3	0'46"41	Darren Bolton, *Lincolnshire*
3	0'46"41	Bradley Webber, *Canterbury*

100M BREASTSTROKE

1	1'00"56	Mark Dunster, *London*
2	1'00"72	Adam Bolton, *Lincolnshire*
3	1'00"76	Tony Dunster, *London*
4	1'00"80	Andrew Witham, *Moreton-in-Marsh*
5	1'00"88	Jan-Erik Spangberg, *Sweden*
5	1'00"88	Edward Smith, *Trowbridge*

HORIZONTAL BAR

1	10.00pts	Stuart Richards, *Dorking*
2	9.99pts	Darren Le-warne, *Hants*
3	9.98pts	Ramsay Melville, *Fife*
4	9.97pts	Edward Smith, *Trowbridge*
5	9.96pts	Mark Dunster, *London*

TRAP SHOOTING

1	416pts	Adam Bolton, *Lincolnshire*
2	415pts	Stuart Richards, *Dorking*
3	414pts	Darren Le-warne, *Hants*
3	414pts	Ramsay Melville, *Fife*
5	413pts	Edward Smith, *Trowbridge*

DK 64

RAMBI BONUS GAME

1	244	Peter Barrett, *Co. Armagh*
2	228	Ben Gooch, *Tamworth*
2	228	Joseph Jennings, *Birmingham*
2	228	Arkadiusz Gabreycki, *Poland*
5	226	Ruben Larsen, *Norway*
6	224	Lorne Tietjen, *Woking*
6	224	Becki Harrison, *Coventry*
8	222	Liam Kennedy, *Bolton*
8	222	Sam Abraham, *Dublin*
10	220	Tim Booth, *Shrewsbury*

ENGUARDE ARENA

1	385	Sean Matthews, *Paisley*
2	365	Arkadiusz Gabreycki, *Poland*
3	360	Gary Harmson, *Halifax*
4	345	Janne Kaitila, *Finland*
5	330	Lorne Tietjen, *Woking*
6	325	Tom Craven, *Lancashire*
7	315	Kyan Kia, *Halifax*
7	315	Scott Fitzgerald, *Dorset*
9	305	Thomas Pearce, *Trowbridge*
10	300	Stuart Stringer, *Orpington*

DK ARCADE

1	170300	Ben Gooch, *Tamworth*
2	154900	Mat Isaia, *Australia*
3	127100	Griffin Leadabrand, *Australia*
4	92500	Matthew Sexton, *Bedford*
5	92400	Gary Harmson, *Halifax*
6	59600	Janne Kaitila, *Finland*
7	55100	Thomas Pearce, *Trowbridge*
8	52400	Chris Webb, *Gloucester*
9	51100	Simon Johnson, *Tyne & Wear*
10	50600	Chris Grant, *Inverness*

JETPAC

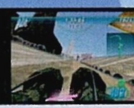
1	999990	Arkadiusz Gabreycki, *Poland*
2	999660	Jake Warren, *Bristol*
3	999355	Alan Clarke, *Oxford*
4	999135	Andrew Simmonds, *Hampshire*
5	995070	Farron Hussey, *Peterborough*
6	801680	Jenna Blackman, *Pagham*
7	712385	David Huggins, *Crawley*
8	688510	James Cull, *Redditch*
9	673395	Janne Kaitila, *Finland*
10	666540	Tom Makey, *Colchester*

DIDDY'S MINECART RIDE

1	85	Janne Kaitila, *Finland*
1	85	Denis Craven, *Lancashire*
1	85	Ruben Larsen, *Norway*
1	85	Arkadiusz Gabreycki, *Poland*
5	84	Tom Craven, *Lancashire*
6	83	Jenna Blackman, *Pagham*
6	83	Timothy Staines, *Iford*
8	77	Bobby Matthews, *Kingston-upon-Thames*
8	77	Morten Tronstad, *Norway*



Star Wars Episode 1: Racer



BOONTA TRAINING COURSE

1	0:13.262	Thomas Hower, *Denmark*
2	0:21.726	Matthew Mowlam, *Cowes*
3	0:22.086	Joel Ashby-Davis, *London*
4	0:26.334	Ben Wilkins, *Australia*
5	0:26.728	Tom Beasley, *Bushy*

MON GAZZA SPEEDWAY

1	0:06.853	Matthew Mowlam, *Cowes*
2	0:06.941	Thomas Hower, *Denmark*
3	0:08.397	Matthew Love, *London*
4	0:10.385	Guy Taylor, *Peterborough*
5	0:12.035	Ben Wilkins, *Australia*

BEEDO'S WILD RIDE

1	0:45.298	Thomas Hower, *Denmark*
2	0:52.415	Jan-Erik Spangberg, *Sweden*
3	0:53.634	Matthew Mowlam, *Cowes*
4	0:53.650	Ben Wilkins, *Australia*
5	0:56.431	Anthony Ratnasothy, *Essex*

MALASTARE 100

1	0:26.720	Thomas Hower, *Denmark*
2	0:30.140	Ben Wilkins, *Australia*
3	0:31.002	Guy Taylor, *Peterborough*
4	0:31.844	James McClosky, *Co. Derry*
5	0:33.306	Tom Beasley, *Bushy*

VENGEANCE

1	0:53.359	Thomas Hower, *Denmark*
2	1:02.249	Jan-Erik Spangberg, *Sweden*
3	1:03.355	Ben Wilkins, *Australia*
4	1:07.810	Anthony Ratnasothy, *Essex*
5	1:07.978	Tom Beasley, *Bushy*

SCRAPPERS RUN

1	0:24.551	Thomas Hower, *Denmark*
2	0:32.955	Ben Wilkins, *Australia*
3	0:33.333	Matthew Durrant, *Bognor Regis*
4	0:34.957	James McClosky, *Co. Derry*
5	0:35.589	Jan-Erik Spangberg, *Sweden*

ANDO PRIME CENTRUM

1	0:36.474	Thomas Hower, *Denmark*
2	0:43.932	Matthew Mowlam, *Cowes*
3	0:50.213	Tom Beasley, *Bushy*
4	0:51.332	Ben Wilkins, *Australia*
5	0:51.649	Jan-Erik Spangberg, *Sweden*

EXECUTIONER

1	1:09.957	Thomas Hower, *Denmark*
2	1:16.516	Jan-Erik Spangberg, *Sweden*
3	1:21.040	Ben Wilkins, *Australia*
4	1:22.029	Anthony Ratnasothy, *Essex*
5	1:23.611	Luke Oswin, *Leicester*

Wipeout 64



UK (PAL) TIMES ONLY

KLIES BRIDGE

1	0:13.9	Thomas Dooley, *Glasgow*
2	0:16.7	Thomas Grandjean, *Switzerland*
3	0:16.8	Ryan Brannan, *Co. Down*
4	0:16.9	Chris Lowe, *Tyne & Wear*
5	0:17.3	Tom Craven, *Lancashire*

QORON IV

1	0:23.4	Thomas Dooley, *Glasgow*
2	0:26.8	Tom Craven, *Lancashire*
3	0:26.9	Ryan Brannan, *Co. Down*
4	0:27.1	Kevin Holmes
5	0:27.5	Guy Nisbett, *London*

SOKANA

1	0:27.6	Thomas Dooley, *Glasgow*
2	0:29.2	Guy Nisbett, *London*
3	0:29.5	Tom Craven, *Lancashire*
4	0:29.8	Ryan Brannan, *Co. Down*
5	0:30.0	Thomas Grandjean, *Switzerland*

DYRONESS

1	0:18.5	Thomas Dooley, *Glasgow*
2	0:19.6	Kevin Holmes
3	0:20.2	Ryan Brannan, *Co. Down*
4	0:20.3	Tom Craven, *Lancashire*
5	0:20.8	Chris Lowe, *Tyne & Wear*

MACHAON II

1	0:27.6	Thomas Dooley, *Glasgow*
2	0:31.2	Tom Craven, *Lancashire*
3	0:32.1	Ryan Brannan, *Co. Down*
4	0:32.2	Thomas Grandjean, *Switzerland*
5	0:32.6	Guy Nisbett, *London*

TERAFUMOS

1	0:24.8	Thomas Dooley, *Glasgow*
2	0:26.9	Tom Craven, *Lancashire*
3	0:27.7	Ryan Brannan, *Co. Down*
4	0:28.0	Guy Nisbett, *London*
4	0:28.0	Kevin Holmes

World Driver Championship



HAWAII C

1	01:01.44	Abul Salam, *London*
2	01:02.11	Ian Calderwood, *Harpenden*
3	01:02.27	Shoriful Islam, *London*
3	01:02.27	Kostas Mitzithras, *Greece*
5	01:02.36	Leo Himanka, *Finland*

KYOTO A

1	00:39.59	Ian Calderwood, *Harpenden*
2	00:39.84	Leo Himanka, *Finland*
3	00:39.90	Kostas Mitzithras, *Greece*
4	00:39.98	Abul Salam, *London*
5	00:40.04	Shoriful Islam, *London*

LAS VEGAS A

1	00:58.27	Leo Himanka, *Finland*
2	00:58.84	Kostas Mitzithras, *Greece*
3	00:58.90	Ian Calderwood, *Harpenden*
4	00:59.04	Abul Salam, *London*
5	00:59.20	Shoriful Islam, *London*

ROME B

1	01:13.12	Ian Calderwood, *Harpenden*
2	01:13.16	Leo Himanka, *Finland*
3	01:13.52	Kostas Mitzithras, *Greece*
4	01:13.55	Abul Salam, *London*
5	01:13.56	Martin Bounds, *Bognor Regis*

LISBON C

1	01:01.36	Kostas Mitzithras, *Greece*
2	01:01.84	Leo Himanka, *Finland*
3	01:01.88	Ian Calderwood, *Harpenden*
4	01:02.79	Shoriful Islam, *London*
5	01:02.88	Ryan McGarva, *Moffat*

BLACK FOREST A

1	00:26.76	Leo Himanka, *Finland*
2	00:26.87	Ian Calderwood, *Harpenden*
3	00:27.38	Shoriful Islam, *London*
4	00:27.60	Kostas Mitzithras, *Greece*
5	00:27.88	Abul Salam, *London*

TOTAL TIME

1	05:31.88	Chris Charlwood, *Bromley*
2	05:47.88	Chris Webb, *Gloucester*
3	06:24.87	Alex Elder, *Surrey*
4	07:05.11	Andrew Walkley, *Penzance*
5	07:11.21	Andrew Dawson, *Leeds*

Mario Golf



TOAD HIGHLANDS

1	8'41"96	Raymond Wegman, *Holland*
2	8'51"98	Chris Webb, *Gloucester*
3	9'18"68	Jon McIlvaney, *Washington*
4	9'33"88	Gary Carney, *Newcastle-upon-Tyne*
5	9'52"64	Matthew Sexton, *Bedford*

KOOPA PARK

1	9'16"20	Raymond Wegman, *Holland*
2	9'43"20	Chris Webb, *Gloucester*
3	10'32"68	Gary Carney, *Newcastle-upon-Tyne*
4	10'33"03	Martin Gore, *Dublin*
5	10'47"16	Jan-Erik Spangberg, *Sweden*

SHY GUY DESERT

1	9'25"56	Raymond Wegman, *Holland*
2	10'40"60	Chris Webb, *Gloucester*
3	10'47"72	Gary Carney, *Newcastle-upon-Tyne*
4	11'10"72	Karl von der Luehe, *Surrey*
5	11'22"28	Jan-Erik Spangberg, *Sweden*

YOSHI'S ISLAND

1	9'54"68	Raymond Wegman, *Holland*
2	10'23"40	Chris Webb, *Gloucester*
3	11'03"28	Karl von der Luehe, *Surrey*
4	11'21"72	Gary Carney, *Newcastle-upon-Tyne*
5	11'29"48	Clive Mullings, *Kimbolton*

BOO VALLEY

1	10'52"72	Raymond Wegman, *Holland*
2	11'39"04	Chris Webb, *Gloucester*
3	11'44"36	Gary Carney, *Newcastle-upon-Tyne*
4	11'46"24	Jan-Erik Spangberg, *Sweden*
5	12'26"06	Thomas Grandjean, *Switzerland*

MARIO'S STAR

1	10'18"24	Raymond Wegman, *Holland*
2	11'15"48	Chris Webb, *Gloucester*
3	11'54"76	Thomas Grandjean, *Switzerland*
4	12'02"28	Gary Carney, *Newcastle-upon-Tyne*
5	12'26"64	Jon McIlvaney, *Washington*

Beetle Adventure Racing



COVENTRY COVE

1	4'36"03	Matthew Leach, *Cheshire*
2	4'42"59	Ross Anderson, *Peterborough*
3	4'42"98	Martin Van Duuren, *Holland*
4	4'43"88	Anders Ringdal, *Norway*
5	4'47"81	Craig Wood, *West Sussex*

MOUNT MAYHEM

1	4'39"91	Chris Glas, *Devon*
2	4'43"11	Matthew Leach, *Cheshire*
3	4'44"99	Anders Ringdal, *Norway*
4	4'47"65	Martin Van Duuren, *Holland*
5	4'47"66	Ross Anderson, *Peterborough*

SUNSET SANDS

1	5'13"40	Thomas Duggan, *West Sussex*
2	5'14"26	Martin Van Duuren, *Holland*
3	5'21"86	James Robinson, *Cheshire*
4	5'25"28	Thomas Hower, *Denmark*
5	5'28"09	Ross Anderson, *Peterborough*

INFERNO ISLE

1	6'29"06	Martin Van Duuren, *Holland*
2	6'33"09	Jan-Erik Spangberg, *Sweden*
3	6'33"93	Ross Anderson, *Peterborough*
4	6'36"64	Anders Ringdal, *Norway*
5	6'39"95	Martin Van Duuren, *Holland*

METRO MADNESS

1	4'47"76	James Robinson, *Cheshire*
2	5'43"46	Martin Van Duuren, *Holland*
3	5'49"03	Ross Anderson, *Peterborough*
4	6'01"82	Sean MacKenzie, *Edinburgh*
5	6'03"21	Ben Staples, *Watchet*

WICKED WOODS

1	3'42"02	Jan-Erik Spangberg, *Sweden*
2	3'53"46	Bobby Matthews, *Kingston*
3	3'56"10	Thomas Hower, *Denmark*
4	3'56"50	Martin Van Duuren, *Holland*
5	3'59"36	Ross Anderson, *Peterborough*

How to enter

Remember, you need to send in a photo or video for your effort to be confirmed. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached, with all of the aforementioned information easily legible.
Pack up your bits and send them all to:
I'm the Best, N64 Magazine,
30 Monmouth Street, Bath, BA1 2BW.

If you'd like to have your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them to you.

And remember, each issue of the mag has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you put your stuff in the post – it'll be there in the next one.

Smash Bros



MARIO

1	11"55	Jan-Erik Spangberg, *Sweden*
2	11"83	Hamid Momatash, *Gateshead*
3	11"85	Ben Rumsby, *Bristol*
4	11"97	Jonathan Steinberg, *Sweden*
5	13"81	Matthew Sexton, *Bedford*

DONKEY KONG

1	14"13	Hamid Momatash, *Gateshead*
2	14"21	Ben Rumsby, *Bristol*
3	14"37	Tom Donoughue, *Balsham*
4	14"43	Scott Fitzgerald, *Dorset*
5	14"57	Jan-Erik Spangberg, *Sweden*

YOSHI

1	19"39	Hamid Momatash, *Gateshead*
2	19"71	Ben Rumsby, *Bristol*
3	19"83	Tom Donoughue, *Balsham*
4	20"85	Jan-Erik Spangberg, *Sweden*
5	22"90	Alexander Davies, *Llandeilo*

KIRBY

1	18"65	Hamid Momatash, *Gateshead*
2	20"95	Ben Rumsby, *Bristol*
3	20"97	Chris Grant, *Inverness*
4	21"00	Tom Donoughue, *Balsham*
5	22"99	Jan-Erik Spangberg, *Sweden*

LINK

1	17"63	Hamid Momatash, *Gateshead*
2	19"23	Tom Rumsby, *Bristol*
3	21"21	Rob Humphrey, *Leicester*
4	21"47	Tom Donoughue, *Balsham*
5	21"57	Tom Woodward, *Bredon*

FOX

1	13"87	Hamid Momatash, *Gateshead*
2	13"95	Ben Rumsby, *Bristol*
3	14"05	James Wood, *Cumbria*
4	14"80	Jan-Erik Spangberg, *Sweden*
5	16"13	Laurence Imich, *Essex*

PIKACHU

1	10"80	Hamid Momatash, *Gateshead*
2	11"01	David Marsland, *Cheshire*
2	11"47	Luke Brown, *Worcester*
3	11"97	Ben Rumsby, *Bristol*
4	12"01	Robert Harrison, *Wakefield*

BONUS 1 TOTAL TIME

1	3'19"55	Hamid Momatash, *Gateshead*
2	3'24"50	Ben and Tom Rumsby, *Bristol*
3	3'39"60	Jan-Erik Spangberg, *Sweden*
4	4'25"44	Matthew Sexton, *Bedford*

BONUS 2 TOTAL TIME

1	5'49"88	Hamid Momatash, *Gateshead*
2	5'56"63	Ben and Tom Rumsby, *Bristol*
3	6'35"21	Matthew Sexton, *Bedford*





In association with

Earn your place on the plaque of gaming glory.

skill club MILLENNIUM

Y
ou lot are certainly getting a handle on Skill Club Millennium. The battered-but-sturdy SC2K cardboard box has grown fuller and fuller between each monthly clear-out – and this time it was positively overflowing with tapes and snaps separating the Ninty-gaming wheat from the chaff.

But how do the uninitiated prove their gaming mettle to the world? Simple. Just complete at least three of the challenges from the page opposite, then send us a photo or video of your results along with the form below, marking your envelope 'Skill Club Millennium'.

And the fruits of your labour? Well, on top of world-wide recognition of your achievements, you'll receive a glossy **N64** Skill Club certificate, plus a rather natty **N64** pin badge. Gold-standard gamers will also bag themselves a Gamester Advanced Controller or a Gamester Tremor Pak with 1Mb memory. And those hardcore enough to make it into the Platinum Club can happily swan about in a much-coveted **N64** T-shirt. Grand.

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 to make it into the Platinum list.*
- *You can enter whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the game, but if you opt for NTSC you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.*
- *Each challenge entered must be accompanied by photographic or video proof.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter the leagues in stages if you wish. If you've made it into the Bronze league, just send us further proof to elevate yourself to a loftier position. Remember to tick the upgrade box!*
- *Bronze, Silver, Gold and Platinum leagues will be published in each future edition of **N64**.*
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. Take the lead that connects your N64 to your TV and plug it into the 'Signal In' socket on the back of your video.
2. Connect the 'Signal Out' socket on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5. Achieve your challenge and get to the appropriate result screen.
6. Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.
7. Repeat steps 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). And that's about it.

Hello there,

I'd like to humbly put myself forward for the Bronze/Silver/Gold/Platinum Skill Club Millennium league. I include proof of my achievements in:

skill club MILLENNIUM

ENTRY FORM

	A F-Zero X		K Zelda
	B ISS '98		L GoldenEye 007
	C Rogue Squadron		M Pilotwings
	D Super Mario 64		N Donkey Kong 64
	E Turok: Rage Wars		O Resident Evil 2
	F Lylat Wars		P Mario Golf
	G Quake II		Q Shadowman
	H Wave Race 64		R Jet Force Gemini
	I 1080°		S Smash Bros
	J Mario Kart		T World Driver

Please send my badge and certificate to:

Name

....

Address

....

....

....

Hey folks! I'm upgrading! ☐

*Use a photocopy of this form if you'd rather not cut your copy of **N64** Magazine.*

challenge A — F-Zero X



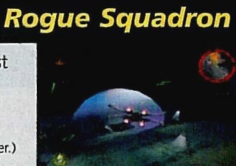
What you must do: Get a time of under 50 seconds on Death Race.
Proof: A photo of your time, shown on the info screen after the race.
Helpful tips: The DGG+ free with issue 22.

challenge B — ISS '98



What you must do: Finish all the scenarios.
Proof: A photo of the two completed Scenario screens.
Helpful tips: There's the review in issue 20. And, um, that's it. You're on your own here.

challenge C — Rogue Squadron



What you must do: Score over 95% accuracy on the first level, Ambush at Mos Eisley.
Proof: A photo of the stats screen.
Helpful tips: Tips in issue 27, or issue 31's DGG+.
(Note: Feel free to use any ship for this, including the V-Wing and Naboo fighter.)

challenge D — Super Mario 64



What you must do: Complete the game (with 120 stars, not 70) with over 2000 coins. Yup, 2000.
Proof: A photo of the records screen, showing your coin totals for every world.
Helpful tips: Issues 1-5 and there's also issue 15's DGG+.



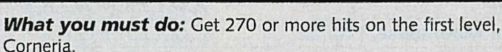
challenge E — Turok: Rage Wars





What you must do: Unlock every character in the game. It's a toughie.
Proof: A photo of the character select screen.
Helpful tips: Mark's lovely review in issue 35, and accompanying tips in **N64**/36.

challenge F — Lylat Wars



What you must do: Get 270 or more hits on the first level, Corneria.
Proof: A photo of your best score from the Ranking screen.
Helpful tips: The free poster magazine with **N64**/8, and DGG+ 2 (free with issue 13).

challenge G — Quake II

What you must do: Beat the first level – Strogg Outpost – in under 35 seconds.
Proof: A photo of the stats screen, which appears after you finish the level. Mint.
Helpful tips: Review in issue 32, tips in issue 33. Luvverly.

challenge H — Wave Race 64



What you must do: Beat a time of 1'34" (PAL) or 1'23" (NTSC) on the Southern Island course.
Proof: A photo of the stats screen, clearly showing your time.
Helpful tips: Plenty o' help in **N64**/2, and have a 'decko' at the DGG+ on the front of issue 14.

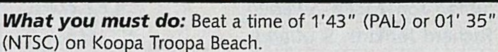
challenge I — 1080° Snowboarding





What you must do: Beat a time of 1'20" in Golden Forest, the trickiest of tracks.
Proof: A photo of the records screen.
Helpful tips: The Double Game Guide+ free with issue 22 is stacked with fruity help. Yes.

challenge J — Mario Kart 64



What you must do: Beat a time of 1'43" (PAL) or 01' 35" (NTSC) on Koopa Troopa Beach.
Proof: A picture of the records screen, showing your time.
Helpful tips: The help-filled review in issue 4, tips in issue 5 and the DGG+ with issue 13 will all help.

challenge K — The Legend of Zelda



What you must do: Catch the Hylian Loach (using the sinking lure).
Proof: An in-game photo, showing Link holding the Loach, with the weight displayed.
Helpful tips: The DGG+ with issue 26 will tell you all.

challenge L — GoldenEye 007





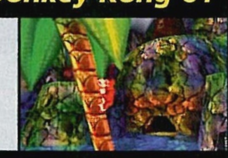
What you must do: Unlock all the cheats.
Proof: A photo of the unlocked cheats. From the, er, cheats screen.
Helpful tips: i-Spy magazine with **N64**/9, tips in **N64**/10 and 12 and the DGG+ which came with issue 12.

challenge M — Pilotwings



What you must do: Score over 3550 points in total.
Proof: Photographs of both the main mission select screen and the bonus mission select screen, with all points displayed.
Helpful tips: There's a guide in issue 6, and loads of help in the DGG+ found free with issue 19.

challenge N — Donkey Kong 64



What you must do: Grab all 201 bananas and complete 101% of the game.
Proof: A photo of the information from the pause screen.
Helpful tips: You'll find everything you need to know in issues 37, 38 and 39.

challenge O — Resident Evil 2

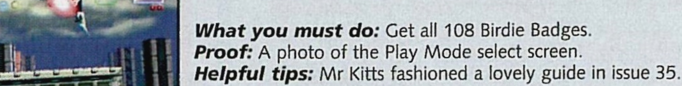


What you must do: Get an 'A' rating on Leon's main adventure.
Proof: A photo of the final screen, showing your rating.
Helpful tips: There's a full walkthrough in issue 38.

challenge P — Mario Golf

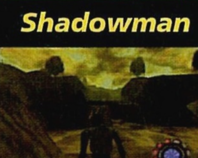






What you must do: Get all 108 Birdie Badges.
Proof: A photo of the Play Mode select screen.
Helpful tips: Mr Kitts fashioned a lovely guide in issue 35.

challenge Q — Shadowman

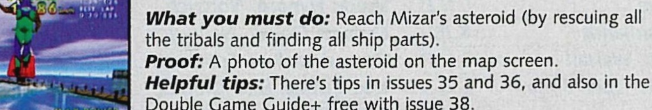


What you must do: Collect all 120 Dark Souls.
Proof: A photo of the pause screen, showing your total Dark Soul count.
Helpful tips: Tips in issue 33, plus the tips book with issue 34.
(Note: There are actually around 123 Dark Souls in the game, but 120 will do.)



challenge R — Jet Force Gemini





What you must do: Reach Mizar's asteroid (by rescuing all the tribals and finding all ship parts).
Proof: A photo of the asteroid on the map screen.
Helpful tips: There's tips in issues 35 and 36, and also in the Double Game Guide+ free with issue 38.



challenge S — Super Smash Bros



What you must do: Unlock all four secret characters (Luigi, Ness, Jigglypuff and Captain Falcon).
Proof: A photo of the Character Select screen.
Helpful tips: The tips in issue 37 will tell you how to unlock the secret characters.

challenge T — World Driver Championship



What you must do: Unlock the '99 Mystic A car (done by winning the GT1 Championship).
Proof: A photo of the unlocked car at the vehicle selection screen.
Helpful tips: Some hints adorn the tips section of issue 34.

GO! GO!



HALL OF FAME

PLATINUM Club
complete 14 challenges

Anthony Woods, *Wolverhampton*
Matthew Hall, *Ruislip*
Richard Milham, *Wolverhampton*
David Cittern, *Middlesex*
Andrew McGrae, *Southport*
Matthew Weston, *Nottingham*
Dan Masters, *Australia*
Gary Brawn, *Cheshire*

SILVER Club
complete 7 challenges

Jamie Chambers, *Cheshire*	*A,D,E,H,K,L,P*
Mike Richards, *Westbury*	*B,G,H,L,N,R,S*
Martin Flynn, *Kent*	*D,J,K,L,M,N,R*
Alex McIver, *Edinburgh*	*A,C,D,L,M,N,S*
Lorne Tietjen, *Woking*	*D,E,F,H,I,J,O*
Riki Taylor, *New Zealand*	*C,G,I,K,N,R,S*
Stephen Woods, *Lanarkshire*	*A,C,D,E,G,J,L*
Scott Houston, *Co. Antrim*	*D,F,I,K,L,N,R,S*
James McDermott, *Australia*	*C,E,G,I,L,N,Q,R*

GOLD Club
complete 10 challenges

Gary Carney, *Newcastle-Upon-Tyne*	*A,C,D,G,K,L,O,P,R,S*
Jonathan Bird, *Suffolk*	*C,E,G,I,J,N,O,P,Q,R*
Craig Silcocks, *Trowbridge*	*B,C,D,G,H,J,L,N,R,S*
Ben Wells, *Suffolk*	*C,E,G,I,J,N,O,P,Q,R*
Jamie Hobbs, *Thetford*	*A,D,E,J,K,M,N,P,R,S*
Chris Caufield and Sam Moorhouse, *Halifax*	*C,G,K,L,N,P,Q,R,S,T*
Jan-Erik Spangberg, *Sweden*	*A,C,E,G,H,I,L,P,R,S*
Kostas A. Mitzithras, *Greece*	*B,C,H,J,L,N,P,R,S,T*
Justin Badger, *Wolverhampton*	*B,C,D,K,L,M,N,P,R,S*

BRONZE Club
complete 3 challenges

Stefan Charles, *Dorchester*	*L,N,S*
Ben Cook, *Shoreham-by-Sea*	*D,L,R*
Lorenz Pasch, *London*	*B,L,P*
Damien Plumb, *Cambridge*	*L,N,P*
Jonathan Walker, *West Midlands*	*K,R,S*
Christopher Simon Davies, *Walsall*	*B,H,P*
William Clifton, *Newcastle-Upon-Tyne*	*L,Q,S*
Anders Tonsberg, *Norway*	*L,P,S*
Christopher Fennelly, *London*	*L,R,S*
Matthew Wilkins, *Malmesbury*	*A,G,K*
Matthew Sexton, *Bedford*	*C,P,S*
Janne Kaitila, *Finland*	*D,R,S*
James McGuigan, *Co. Armagh*	*L,P,R*
Hedley Gabriel, *Essex*	*L,N,S*
James Talbot-Hammond, *Farnham*	*C,R,S*
Chris Lowe, *Tyne & Wear*	*A,L,R*
Morten Tronstad, *Norway*	*N,R,S*
Daniel McGarrigle, *Ireland*	*L,N,R*
Thomas Beesley, *Burton-On-Trent*	*C,R,S*
James Fowler, *Staffs*	*N,R,S*
Alexander Davies, *Wales*	*L,R,S*
Ciarán o'Mara, *Dublin*	*C,R,S*
Adam Bull, *Leeds*	*E,P,R*
Matthew Hart, *Holland*	*C,L,S*
Simon Hynard, *Norwich*	*C,P,R*
Michael Oakes, *Nantwich*	*C,Q,R*
Stewart McIver, *Edinburgh*	*C,N,S*
Neil Coffey, *East Kilbride*	*N,P,S*
Mark Hall, *Newport*	*E,L,S*
Martyn Cook, *Ayrshire*	*C,K,S*
Karl von der Luehe, *Surrey*	*B,P,S*
John Calderon, *Lanarkshire*	*G,R,S*
Ben Wilkins, *Australia*	*C,H,L*
Martin Gore, *Dublin*	*N,P,S*
Stephen Hibbs, *London*	*L,R,S*
Ian Calderwood, *Harpenden*	*E,L,T*
Nader Kohbodi, *Anglesey*	*B,P,S*
Bobby Matthews, *Kingston-upon-Thames*	*C,L,S*
John Burke, *Bromley*	*H,N,P*
Tara Tietjen, *Woking*	*F,H,I,J*
David Conroy, *Accrington*	*C,N,R,S*
Matthew Li Kam Wa, *Lancashire*	*C,F,L,S*
Ruben Larsen, *Norway*	*I,K,N,R*
Bent Eigil Sumelius, *Norway*	*A,B,C,H*
Sheldon Marsh, *Somerset*	*C,F,N,S*
Dylan Foale, *Devon*	*C,L,M,R*
Kasper Bruun, *Denmark*	*C,G,L,Q*
Turo Halinen, *Finland*	*C,D,R,S*
Chris Scott, *London*	*G,L,P,R*
Matt Swales, *Australia*	*L,P,R,S*
Alicia Thompson, *Sheffield*	*A,B,C,L,O*
Chris Bartlett, *Kent*	*A,D,J,L,S*
Daniel Nolan, *London*	*K,L,P,R,S*
Colin White, *Derbyshire*	*G,L,N,R,S*
David Ainscough, *Australia*	*L,P,R,S,T*
Chris Richards & Michael Petch, *Doncaster*	*C,G,K,L,S*
David Furness, *Edinburgh*	*C,G,K,L,P*
Simon Johanssen, *Sweden*	*A,E,L,N,P,R*
Richard Jenkins, *Scotland*	*B,C,H,K,L,R*
Christophe Zerathe and Thomas Grand, *London*	*I,K,L,P,R,S*
Mark Poulter, *Warrington*	*C,H,J,L,N,S*

Club 64 DIRECTORY

So, where can you find the most up-to-date N64 games directory ever? Right here, that's where!

How it all works

NEW! Yep, we reviewed some of the games in Directory over TWO years ago so, whilst they might have deserved their mark then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now. Out of five.

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

THE NAME GAME 64

90% 5 Publisher ● Price ● No. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)



This game's all about leaving the public breathless with anticipation. Wind them up, tease them, lead them on all sorts of wild goose chases, and promise them the world. Then see how many punters you can alienate with just two words. If you can do it, you'll be a star.

TOP TIP *Careful! You might want to go all 'adult' on us, but these things take time. Few people old enough to afford your new miracle will visit a toy shop to buy it.*

NEW! Information now includes whether a game uses a Rumble, Controller or Expansion Pak.

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.

For every Star Game, you'll also find a tip, packed like tuna into this nice and concise space. Handy as a bag lady!

Know your reviewer

JA	James Ashton
JD	Jonathan Davies
MH	Marcus Hawkins
TW	Tim Weaver
WO	Wil Overton
ZN	Zy Nicholson
JS	Jon Smith
JN	Jonathan Nash
JB	Jes Bickham
TT	Tim Tucker
ME	Max Everingham
JP	James Price
SJ	Steve Jarratt
MK	Martin Kitts
MG	Mark Green
DM	Dean Mortlock
OH	Oliver Hurley
AM	Alan Maddrell

HIGHLY RATED

The top five games in Directory. Masterpieces every one. Send in your charts if you disagree.

1 ZELDA 98%

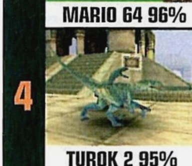


2 PERFECT DARK 96%



3 MARIO 64 96%

4 TUROK 2 95%



5 GOLDENEYE 94%

UK Game releases

40 WINKS

71% 3 GT ● £55 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MK

Good-looking, professional but totally uninspired and only marginally enjoyable 3D adventure.

1080° SNOWBOARDING

89% 4 Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 21 ● MK



It takes a while to get into, but stick with it and that familiar Nintendo magic shines through.

TOP TIP *In Match race, beat the six courses on expert to unlock Deadly Falls.*

A BUG'S LIFE

31% 1 Activision ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 39 ● JB

Absolutely awful 3D 'adventure'. Avoid like true evil itself.

AERO FIGHTERS ASSAULT

58% 1 Konami ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

AERO GAUGE

10% 0 ASCII ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.

ALL-STAR BASEBALL

84% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

ALL-STAR BASEBALL 2000

80% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

Not much of an update but still quite impressive.

ALL STAR TENNIS

68% 3 Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 26 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.

ARMORINES

76% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 37 ● JB

Tonnes of potential, but let down by woeful visuals and peashooter-style weapons.

ARMY MEN: SARGE'S HEROES

67% 3 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

A brilliant idea – toy soldiers fight it out – is let down by sloppy execution.

ASTEROIDS HYPER 64

53% 2 Crave ● £40 ● 1-4 players ● rumble pak ● on-cart ● Issue 38 ● JB

Dull and repetitive arcade update for retro enthusiasts only. Don't give it the time of day.

AUTOMOBILI LAMBORGHINI

67% 2 Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

Not bad, just competent.

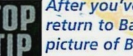
BANJO-KAZOOIE

92% 5 Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA





Rare's mastery is once again demonstrated in this vast, stunningly beautiful *Mario*-alike.



TOP TIP *After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.*

BATTLETANX

74% 3 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 26 ● TW

Strangely compulsive multiplayer tank blaster.

BATTLETANX GLOBAL ASSAULT

81% 4 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 40 ● JB

Tremendous multiplayer shenanigans marred by a boring single-player game.

BATTLEZONE

73% 3 Crave ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● JB

Sprawling but slow, complex and uninvolving mix of *Command & Conquer* and *Quake*.

BEETLE ADVENTURE RACING

81% 4 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 27 ● MK

Squillions of shortcuts and stacks of detail.

BIO FREAKS

76% 3 GT ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA

Looks excellent but shallow gameplay.

BLAST CORPS

88% — Nintendo/Rare • £20 • 1 player • on cart • controller pak • Issue 5 • JS



One of the most original games on the N64, and one you're almost certain to enjoy.



TOP TIP *Re-enter a race after 'doing' it to race against your very own ghost.*

BLUES BROTHERS 2000

28% — Titus • £40 • 1/2 players • rumble pak • controller pak • Issue 46 • AM

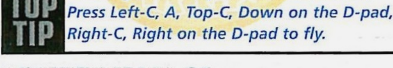
About as bad as the movie. Purchase at your peril.

BODY HARVEST

91% — Gremlin • £20 • 1 player • rumble pak • on cart • Issue 22 • TW

Brilliant shoot-'em-up with stacks of bug-bashing, tonnes of vehicles and huge worlds.



TOP TIP *Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.*

BOMBERMAN 64



50% — Hudson/Nintendo • £20 • 1-4 players • on cart • Issue 8 • ZN

Tedious one-player mode and awful multiplayer.

BOMBERMAN HERO

66% — Nintendo • £40 • 1 player • rumble pak • on cart • Issue 21 • TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.

BUCK BUMBLE

70% — Ubi Soft • £50 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

BUST-A-MOVE 2

80% — Acclaim • £40 • 1/2 players • controller pak • Issue 17 • JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

BUST-A-MOVE 3



82% — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MK

Bust-a-Move as it's always been, except for a simultaneous four-player mode. Recommended.

CARMAGEDDON 64

8% — SCi • £40 • 1/2 players • rumble pak • controller pak • Issue 36 • TW

This will violate your very soul with its shocking awfulness. Absolute dog turd.

CASTLEVANIA

81% — Konami • £40 • 1 player • rumble pak • controller pak • Issue 27 • JB

Learn to live with the ropey camera and the 3D *Castlevania* delivers shocks aplenty. Spook!

CASTLEVANIA LEGACY OF DARKNESS

75% — Konami • £40 • 1 player • rumble pak • controller pak • Issue 38 • JB

Revamped version of the original, with two new characters and extra levels.

CENTRE COURT TENNIS

67% — Hudson • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of *Super Tennis*.

CHAMELEON TWIST

70% — Ocean • £40 • 1-4 players • on cart • Issue 10 • JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

CHAMELEON TWIST 2

55% — Sunsoft • £40 • 1 player • controller pak • rumble pak • Issue 26 • MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

CHARLIE BLAST'S TERRITORY

52% — Kemco • £35 • 1-4 Players • rumble pak • Issue 30 • MG

Creaky old Amiga game, *Bombuzal*, given a most basic tarting up with dodgy 3D graphics.

CHOPPER ATTACK

81% — GT • £50 • 1 player • rumble pak • on cart • Issue 20 • JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!

CLAYFIGHTER 63⅓

24% — Interplay • £20 • 1/2 players • on cart • Issue 9 • JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

COMMAND & CONQUER

75% — Nintendo • £40 • 1 player • rumble pak • on cart • expansion pak • Issue 32 • TW

It's four years old on the PC and this conversion is nothing special. Good but never spectacular.

CRUIS'N USA

24% — Nintendo • £20 • 1 player • rumble pak • on cart • Issue 13 • TW

Dump. Less about driving, more a rule book on how to cock-up console games.

CRUIS'N WORLD

38% — Nintendo/Midway • £20 • 1-4 players • rumble pak • on cart • Issue 20 • TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

CYBERTIGER WOODS GOLF

72% — EA • £40 • 1/2 players • rumble pak • controller pak • Issue 40 • TW

Not-bad golf game, complete with wacky power-ups and rubbish control system.

DAIKATANA

67% — Kemco • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 41 • JB

Very average *Quake*-clone with RPG titbits.

DARK RIFT

69% — Vic Tokai • £20 • 1/2 players • on cart • Issue 9 • JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

DESTRUCTION DERBY

65% — THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Mind-meltingly simple, strangely compulsive, sometimes dull crash-'em-up.

DIDDY KONG RACING



90% — Nintendo/Rare • £40 • 1-4 players • rumble pak • on cart • Issue 10 • JA



A massive adventure mode and three different vehicles. Not quite as good as *MK* though.

TOP TIP *For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.*

DISNEY'S TARZAN

35% — Activision • £40 • 1 player • rumble pak • controller pak • Issue 40 • MK

2D platformer completely bereft of imagination, invention or any sense of fun. Utterly odious.

DONKEY KONG 64

93% — Rare • £60 (with exp pak) • 1-4 players • rumble pak • expansion pak • Issue 36 • MG



It's *Banjo-Kazooie*+, but it's still gaming at its greatest. An absolutely awesome adventure.

TOP TIP *Find all 20 banana fairies to activate all the cheats.*

DOOM 64

77% — GT • £25 • 1 player • controller pak • Issue 7 • JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.

DUAL HEROES

50% — Bitwave/Hudson • £30 • 1/2 players • controller pak • Issue 17 • MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

DUKE NUKEM 64

85% — GT • £25 • 1-4 players • rumble pak • controller pak • Issue 10 • TW



A commendably violent and vastly enjoyable conversion. A brilliant multiplayer game as well.

TOP TIP *At the main menu, press Left, Left, L, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.*

WRETCHED

The worst games you can buy. Take your money elsewhere if they tempt you from the shop shelf...



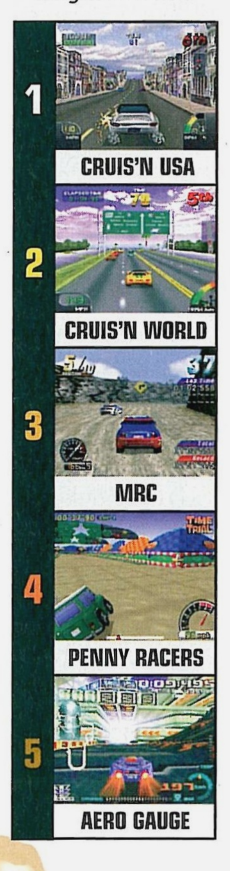
1. CARMAGEDDON 8%
2. MK MYTHOLOGIES 9%
3. AERO GAUGE 10%
4. SUPERMAN 14%
5. RAMPAGE 2 22% / GEX: DEEP COVER GECKO 22%





WINNER!

While we've had Ridge Racer, F1WGP and V-Rally, the N64 has also witnessed some pretty appalling racers. Birmingham's Donovan Barnet sent us his five dodgiest drivers...



DUKE NUKEM: ZERO HOUR

90% 4 GT • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 28 • MG



A new third-person view, but the same great gameplay. Not perfect, but when it's good, it's *very* good.

TOP TIP *Decapitate the fire hydrants and drink the nutritious water therein.*

EARTHWORM JIM 3D

68% 3 Virgin • £40 • 1 players controller pak • rumble pak Issue 35 • JB

It's Jim again, in 3D. Mediocre but enjoyably silly.

ECW HARDCORE REVOLUTION

80% 3 Acclaim • £40 • 1-4 players controller pak • rumble pak • expansion pak • Issue 39 • MG

Fun rasslin', rubbish licence, dull characters.

EXCITEBIKE 64

90% 5 Nintendo • £45 • 1-4 players controller pak • rumble pak • Issue 43 • MG




Tip-top motocross action, with sublime handling that takes a leaf from *Wave Race*'s book.

TOP TIP *Hold L, Right-C, Bottom-C and A on the main menu, then enter BLAHBLAH on the cheat menu for big heads.*

EXTREME G

87% 2 Acclaim • £30 • 1-4 players • rumble pak • controller pak • Issue 9 • TW




Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced now.

TOP TIP *Enter your name as RA50 and quit a race – you'll keep your race position.*

EXTREME G2 (XG2)

85% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 23 • JB




XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP *For all the bikes enter 3GP8ZKW76ZMW as a password.*

F1 POLE POSITION

71% 1 Ubi Soft • £25 • 1 player • controller pak • Issue 7 • JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

F1 WORLD GP

93% 5 Nintendo/Paradigm • £30 • 1/2 players • rumble pak • on cart • Issue 20 • JA




Astonishingly realistic, visually stunning racing sim that really shows off the N64's power.



TOP TIP *Select exhibition and change D. Williams' surname to Vacation to access the hot and fast Hawaii circuit.*

F1 WORLD GP 2

72% 3 Nintendo • £40 • 1/2 players • rumble pak • on cart • expansion pak • Issue 32 • JA

There's not enough new here.

FIFA 64

39% 0 EA • £25 • 1-4 players • controller pak • Issue 2 • TW

Like a rash. Only not as enjoyable.

FIFA '98

83% 2 EA • £30 • 1-4 players • controller pak • Issue 10 • TW

There's promise here. Not perfect, but better.

FIFA '99

83% 4 EA • £40 • 1-4 players • controller pak • rumble pak Issue 26 • TW

The best *FIFA* game yet. It's no *ISS '98* though.

FIGHTERS DESTINY

86% 4 Ocean • £50 • 1/2 players • rumble pak • controller pak • Issue 13 • JB




Gorgeous animation, likeable characters and a clever Master Challenge. In a very real sense our *Tekken*.



TOP TIP *Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.*

FIGHTING FORCE

26% 1 Crave • £40 • 1/2 players rumble pak • controller pak • Issue 37 • MG

Dreadful 3D *Final Fight* rip-off.

FLYING DRAGON

73% 2 Interplay • £40 • 1/2 players controller pak • rumble pak Issue 27 • TW

Fairly enjoyable but instantly forgettable.

FORSAKEN



87% 4 Acclaim • £50 • 1-4 players • rumble pak • controller pak • Issue 16 • MK

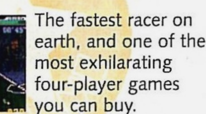



A fabulous *Descent*-style shoot-'em-up with great lighting and visuals. Weak multiplayer, though.

TOP TIP *Press A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C at the Start.*

F-ZERO X

91% 5 Nintendo • £40 • 1-4 players • rumble pak • on cart • Issue 22 • JP

The fastest racer on earth, and one of the most exhilarating four-player games you can buy.

TOP TIP *Complete all cups on all levels to access a random track generator.*

GASP!!

47% 1 Konami • £50 • 1/2 players • rumble pak • controller pak • Issue 22 • TW

We sprang out and punched it in the face.

GAUNTLET LEGENDS

81% 4 Midway • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 36 • JB

Enjoyable update of creaky old classic. T'rific in multiplayer, dull on your own.

GEX DEEP COVER GECKO

22% 0 Crave • £40 • 1 player • rumble pak • controller pak • Issue 36 • MK

Another turgid Gex 'game' strikes like a nasty case of shingles. Leave it to die.

GEX 64 ENTER THE GECKO

59% 1 GT • £50 • 1 player • rumble pak • controller pak • Issue 21 • JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

GLOVER

83% 4 Hasbro • £50 • 1 player • rumble pak • on cart • Issue 21 • MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

GOEMON 2

69% 3 Konami • £40 • 1/2 player • rumble pak • on cart • Issue 29 • JB

After the excellent *Mystical Ninja* 3D adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.

GOLDENEYE 007

94% 5 Nintendo/Rare • £50 • 1-4 players • rumble pak • on cart • Issue 9 • TW



Brilliant levels and scenery and a perfectly judged difficulty curve. About as good as it gets.

TOP TIP *We've had tips and tricks for this game in just about every issue since it was released. Check out* N64*/12 and 14 in particular.*

GT 64

67% 1 Ocean • £50 • 1/2 players • rumble pak • controller pak • Issue 17 • TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

HEXEN

69% 1 Midway • £30 • 1-4 players • controller pak • Issue 5 • JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

HOLY MAGIC CENTURY

71% 3 Konami • £50 • 1 player • controller pak • Issue 23 • MG

RPG which could have been better but for the tedious random battles and Americanised plot.

HOT WHEELS

61% 3 EA • £40 • 1/2 players • rumble pak • controller pak • expansion pak • Issue 36 • JB

Big jumps, big speeds, big action! Er, well, sort of. Fun for a while at least.

HYBRID HEAVEN

83% 4 Konami ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 33 ● JB

Niggly sci-fi RPG, but a superb story and ingenious battle system pull it through.

HYDRO THUNDER

84% 4 Midway ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 39 ● JB

Fantastic sub-*Wave Race* water racer.

IGGY'S RECKIN' BALLS

56% 1 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK

Push Left or Right and watch the CPU opponents win every time. As dull as Chris Tarrant.

IN-FISHERMAN BASS HUNTER 64

67% 3 Take 2 ● £40 ● 1 player ● rumble pak ● on cart ● Issue 34 ● JB

A comprehensive package ~~of~~ all things angling.

INTERNATIONAL TRACK & FIELD 2000

86% 4 Konami ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 41 ● JB




Impressive update of the Olympic button-basher, with superb graphics and finger-knacking gameplay.



TOP TIP *To avoid hand injury, wrap a velcro wallet around your hand and rub the buttons with your palm.*

ISS 2000

90% 4 Konami ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 46 ● MK




Not a huge update, but *ISS 2000*, complete with an all-new career mode, is still a fantastic game.



TOP TIP *Listen to your manager's advice to keep your RPG player on top form. Rest during training, too, else you'll soon get injured.*

ISS 64

92% 4 Konami ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 41 ● JB




An almost flawless game which could only have been bettered with the addition of real teams.



TOP TIP *Super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.*

ISS '98

92% 5 Konami ● £40 ● 1-4 players ● controller pak ● Issue 20 ● MK




Enhanced and updated and, now more than ever, the finest football game in the world.



TOP TIP *Bonus teams: At the Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and Start.*

JEREMY MCGRATH SUPERCROSS

53% 2 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● TW

"As uninteresting as Anne Robinson." 'Nuff said.

JET FORCE GEMINI

93% 5 Rare ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 34 ● MK




Wondrous marriage of stunning looks, hectic blasting and deep gameplay. Rare at their best – again.

TOP TIP *You can pick up dead drone ammo and use it to replenish both the Plasma Shotgun and the Machine Gun. Handy, no?*

KILLER INSTINCT

62% 2 Nintendo/Rare ● £20 ● 1/2 players ● controller pak ● Issue 3 ● MH

Great in its time, but who wants a 2D beat-'em-up in the light of *Tekken* and even *MK4*?

KIRBY 64 THE CRYSTAL SHARDS

72% 3 Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 45 ● AM

Repetitive and disappointingly unimaginative platforming with the marshmallow blob.

KNOCKOUT KINGS 2000

82% 3 EA ● £30 ● 1/2 players ● controller pak ● rumble pak ● Issue 35 ● TW

Unexpectedly entertaining boxing sim, complete with Mohammed Ali and create-a-player.

KNIFE EDGE

42% 2 Nintendo ● £30 ● 1-4 players ● on cart ● rumble pak ● Issue 24 ● JA

A light gun game when there isn't one. Dull.

LEGEND OF ZELDA

98% 5 Nintendo ● £50 ● 1 player ● rumble pak ● on cart ● Issue 24 ● JB




Simply the greatest game ever created. Utterly amazing. This *must* be one of your Desert Island Carts.

TOP TIP *Check out N64/24 for a guide on how to complete the first dungeon.*

LEGO RACERS

70% 3 Lego Media ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 36 ● MK

Highly original *Mario Kart* clone with some nice ideas. Shame about the handling.

LODE RUNNER 3D

70% 3 Infogrames ● £40 ● 1 player ● on cart ● rumble pak ● Issue 29 ● JB

A retro puzzler with gameplay unchanged since the Commodore 64. There's plenty of it too.

LYLAT WARS

91% 5 Nintendo ● £30 ● 1-4 players ● rumble pak ● on cart ● Issue 8 ● JN




Not as perfect as it could've been (it needed a level select) but another tour-de-force for Shigsy.

TOP TIP *Achieve gold on all levels for the four-player Tank and Expert modes.*

MACE: THE DARK AGE

81% 3 GT ● £30 ● 1/2 players ● on cart ● Issue 9 ● JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

MADDEN 64

92% 3 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT



The first 64-bit outing for the *Madden* series is a great success but it looks a bit dated compared to *NFL '99*.

TOP TIP *Madden super team: at the create player screen type AT(space)Madden.*

MADDEN NFL '99

88% 5 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 23 ● MK



This hi-res version plays just as well and also has a play editor, a practice mode and lots of new options.

TOP TIP *Hidden team codes: THROWBACK, HAMMERHEAD, INTHEGAME.*

MAGICAL TETRIS CHALLENGE

51% 2 Activision ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 34 ● JB

Contemptible attempt to update *Tetris* with rubbish new shapes. Avoid, please.

MARIO GOLF

90% 5 Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● GB pak ● Issue 34 ● MK



Not just a top-hole golf simulator, this is simply great fun for everyone. The plumber does it again.

TOP TIP *Get all 108 birdie badges and play as Terminator Mario.*

MARIO KART 64

91% 5 Nintendo ● £30 ● 1-4 players ● controller pak ● on cart ● Issue 4 ● JD




A fab multiplayer and you'll still be racing the one-player tracks long after you've beaten them.

TOP TIP *Accelerate just before the light turns green for a super-fast start.*

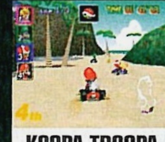
BEACHY!

Alex Chu from Edinburgh has sent us his five favourite sandy levels. We reckon he wants to be back on his summer hols again with his bucket and spade.

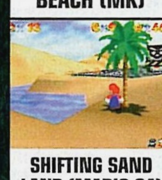


1 TREASURE TROVE COVE (BANJO)

2 GERUDO VALLEY (ZELDA)



3 KOOPA TROOPA BEACH (MK)



4 SHIFTING SAND LAND (MARIO 64)

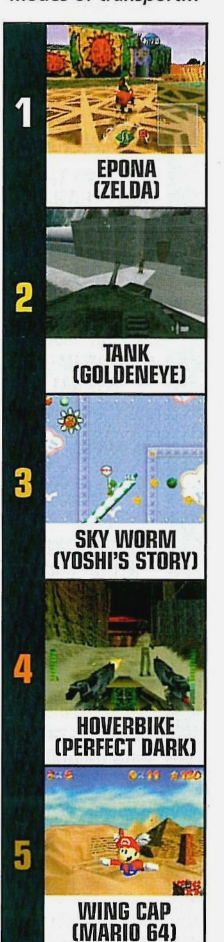


5 CRESCENT ISLAND (DIDDY K RACING)

GO! GO!

TAKE A RIDE!

It's lucky that Bond and Link don't have to rely on trains and buses – they'd still be waiting on the first level. Here are Alison Wilson from Edinburgh's favourite modes of transport...



MARIO PARTY
85% 4 — Nintendo • £40 • 1-4 players • rumble pak • on cart • Issue 27 • JN



Book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP *Eternal Star: complete all boards, earn 100 stars and visit the bank.*

MARIO PARTY 2
87% 4 — Nintendo • £45 • 1-4 players • rumble pak • on cart • Issue 42 • MG



Not much fun on your own, but find three friends and your in for one hell of a party.

TOP TIP *Press L while on a board to hear your character cheer.*

MICHAEL OWEN'S WLS 2000
84% 4 — THQ • £45 • 1-4 players • rumble pak • controller pak • Issue 33 • MK

Silky smooth, goal-drenched football game, with real league teams. No *ISS*, mind.

MICRO MACHINES 64 TURBO
86% 4 — Codemasters • £40 • 1-8 players • rumble pak • controller pak • Issue 25 • JB



Classic multiplayer action for up to eight miniature racing fans sharing four controllers.

TOP TIP *Don't take the shortcuts. Try to veer off the track and you blow up.*

MILO'S ASTRO LANES
38% 0 — Interplay • £40 • 1-4 players • rumble pak • on cart • Issue 26 • TW

'Stunningly dull'. Give it a miss.

MISCHIEF MAKERS
90% 4 — Nintendo/Treasure • £40 • 1 player • on cart • Issue 8 • JB



It's retro but it's totally rewarding. A perfect example of how to do 2D on the N64.

TOP TIP *Check out our extensive guide in N64/12. You won't regret it. Nosiree.*

MISSION: IMPOSSIBLE
75% 3 — Infogrames • £40 • 1 player • rumble pak • on cart • Issue 19 • TW

Horrendous AI, clunky engine and bad controls.

MK MYTHOLOGIES
9% 0 — GT • £Too much • 1 player • rumble pak • controller pak • Issue 11 • JD

This could only be less enjoyable if it squirted sulphuric acid into your face.

MONACO GRAND PRIX
87% 4 — Ubi Soft • £40 • 1/2 players • rumble pak • controller pak • Issue 27 • JB





Not as deep or complex as Paradigm's *F1 WGP*, but a tyre-squealingly good game all the same.

TOP TIP *Remember to use your brakes on the corners!*

MONSTER TRUCK MADNESS
66% 2 — Take 2 • £40 • 1/2 players • rumble pak • Issue 33 • JB

Okay-ish conversion of knackered old PC game.

MORTAL KOMBAT 4
84% 4 — GT • £45 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

The best version of *MK* yet.

MORTAL KOMBAT TRILOGY
34% 1 — GT • £40 • 1/2 players • rumble pak • controller pak • Issue 1 • TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

MULTI RACING CHAMPIONSHIP
71% 2 — Ocean/Imagineer • £30 • 1/2 players • controller pak • Issue 8 • JD

The conversion job has done it no favours.

MYSTICAL NINJA
90% 4 — Konami • £50 • 1 player • controller pak • Issue 14 • TW





With plenty to do, this sprawling, enjoyable adventure tries really hard to square up to *Mario*.

TOP TIP *If you're short of coins remember the pots regenerate if you go out the room and then come back in again.*

NAGANO WINTER OLYMPICS
32% 1 — Konami • £45 • 1-4 players • rumble pak • controller pak • Issue 12 • JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring.

NASCAR '99
59% 1 — EA • £40 • 1/2 players • rumble pak • controller pak • Issue 23 • MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

NBA COURTSIDE
90% 4 — Nintendo • £20 • 1-4 players • rumble pak • controller pak • on cart • Issue 18 • MK





Fluid gameplay, sharp graphics and a simple control system make this the best basketball game ever.

TOP TIP *Hold L while selecting a pre-season game to access the secret teams.*

NBA HANGTIME
52% 1 — GT • £25 • 1-4 players • on cart • Issue 6 • JS

Two-on-two basketball gets very boring.

NBA IN THE ZONE 2000
69% 3 — Konami • £50 • 1-4 players • rumble pak • controller pak • Issue 44 • AM

Competent, but not as good as *NBA Courtside* 2.

NBA JAM '99
83% 3 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MG

Not *quite* up to the standard of *NBA Courtside*.

NBA JAM 2000
80% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 37 • MK

Smooth passing and a top create-a-player.

NBA LIVE '99
64% 2 — EA • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • JB

The poor man's basketball game.

NBA LIVE 2000
65% 3 — EA • £40 • 1-4 players • rumble pak • controller pak • Issue 38 • MK

Huge and difficult basketball game starring Michael Jordan. One for the fans.

NBA PRO '98
71% 2 — Konami • £40 • 1-4 players • rumble pak • controller pak • Issue 14 • JP

An enjoyable multiplayer and lots of options.

NBA PRO '99
52% 2 — Konami • £40 • 1-4 players • controller pak • Issue 27 • JP

Painfully average.

NFL BLITZ
87% 4 — GT • £45 • 1/2 players • rumble pak • controller pak • Issue 22 • MK



Arcade-style American football. Fast play with plenty of scraps and a customisable editor.

TOP TIP *At the Matchup screen, tap in 2-0-3-Right for Big Head mode.*

NFL QUARTERBACK CLUB '98
86% 3 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 10 • TT



It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists.

TOP TIP *Check out our five-page guide to Yank-thrashing in N64/12.*



NFL QBC '99

90% 5
Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 23 • MK




Incredibly realistic American footie sim featuring the best motion-captured animation ever seen.

TOP TIP *For fat players, enter MRSHMLLW. For constant injuries enter HSPTL.*

NFL QBC 2000

60% 2
Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 36 • MK

Duff update. Stick with last year's version.



NHL '99

74% 4
EA • £50 • 1-4 players • rumble pak • controller pak • Issue 22 • JP

Good but not great. Buy *Wayne Gretzky* instead.

NHL BREAKAWAY

62% 2
Acclaim • £40 • 1-4 players • rumble pak • on cart • Issue 14 • DM

Little excitement, nowt original. *Gretzky*'s better.

NHL BREAKAWAY '99

64% 2
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • JB

Mildly diverting hockey sim: can't touch *Gretzky*.

NHL PRO '99



52% 2
Konami • £40 • 1-4 players • controller pak • Issue 27 • JP

An above-average slice of ice-based hockey.

NUCLEAR STRIKE

82% 4
THQ • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 39 • MK

Top notch update of classic 'copter game, with lashings of great missions.

OLYMPIC HOCKEY

60% 1
GT • £25 • 1-4 players • controller pak • Issue 15 • MK

Cheap, cynical cash-in on a sporting non-event.

OPERATION WINBACK

83% 4
Virgin • £40 • 1-4 players • rumble pak • controller pak • Issue 41 • MK

Looks a bit ropey but full of stealth. Plays like a combination of *GoldenEye* and *Metal Gear Solid*.

PAPERBOY

62% 2
Midway • £40 • 1 player • rumble pak • controller pak • Issue 36 • MK

Pleasant enough rendition of a simple classic, but you'll complete it in minutes.

PENNY RACERS

58% 2
THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • MK

Slow and boring, even when it speeds up. Dump.

PERFECT DARK

96% 5
Rare • £50 • 1-4 players • rumble pak • controller pak • on cart • expansion pak • transfer pak • Issue 42 • MK



Absolutely stunning. If you had to choose just one game for your N64, this would be it. Unmissable.

TOP TIP *For small characters complete Area 51: Infiltration*

PGA EUROPEAN TOUR GOLF

80% 4
Infogrames • £40 • 1-4 players • rumble pak • on cart • Issue 38 • MK

Looks dodgy but plays a very solid game. Serious golf fans should check it out.

PILOTWINGS 64

89% 5
Nintendo • £20 • 1 player • on cart • Issue 1 • TW




A supreme example of how to harness the N64's immense potential. Absolutely stunning visuals.

TOP TIP *The 4 Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday island.*

POKÉMON SNAP

80% 4
Nintendo • £45 • 1 player • on cart • Issue 45 • MK

Gorgeous photo-snapping safari on Pokémon Island – but only 63 monsters?

POKÉMON STADIUM

90% 5
Nintendo • £50 • 1-4 players • rumble pak • on cart • includes transfer pak • Issue 41 • MG




Download your GB Pokémon to your N64, and battle them in glorious 3D. Tremendous fun.



TOP TIP *To battle with Mewtwo, beat the Gym Leader Castle and get trophies in all 10 tournaments in Stadium Mode. Beat Mewtwo and you unlock a new game mode.*

PREMIER MANAGER 64

82% 4
Gremlin • £40 • 1 player • on cart • Issue 31 • TW

By no means perfect but at times it's compelling and as the N64's only footie management sim, we have to recommend it.

QUAKE 64

79% 3
GT • £25 • 1/2 players • rumble pak • controller pak • Issue 15 • JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

QUAKE II

90% 4
Activision • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 32 • MG




The one-player game is a little outdated but the multiplayer game is absolutely stunning.

TOP TIP *For extra costume colours enter S3TC 00LC 0L0R S??? as a password.*

RAINBOW SIX

87% 4
Take 2 • £40 • 1/2 players • rumble pak • controller pak • Issue 35 • TW



Complex, hard-as-nails stealth-'em-up with one-shot kills and tactical planning. Ace!



TOP TIP *Throw Flashbangs round corners to stun any waiting enemies. Then shoot them while they're incapacitated.*

RAKUGA KIDS

80% 4
Konami • £40 • 1/2 players • rumble pak • on cart • Issue 22 • MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

RAMPAGE WORLD TOUR

54% 1
GT • £45 • 1-3 players • controller pak • Issue 16 • MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

RAMPAGE 2 UNIVERSAL TOUR

22% 0
Midway • £40 • 1-3 players • rumble pak • controller pak • Issue 29 • MK

Utterly rancid arcade yawn-fest. One of the most tedious games you could waste your money on.

RAT ATTACK

70% 3
Mindscape • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • JB

Simple, well executed puzzle-'em-up, with cats trying to catch rats. And that's it.

RAYMAN 2

73% 3
Ubi Soft • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 35 • MG

Another armless and unlovable Ubi Soft character stars in another below-par *Mario* clone.

READY 2 RUMBLE

81% 3
Midway • £40 • 1/2 players • rumble pak • controller pak • Issue 37 • MG

Ploddy but enjoyably cartoony boxing romp.

RESIDENT EVIL 2

90% 4
Virgin • £40 • 1 player • rumble pak • expansion pak • Issue 36 • MG




Super-scary, if shortlived, zombie finery. Looks the absolute business in hi-res.

TOP TIP *Kill the zombie near the police station for extra costumes.*

FAMILY FUN!

The Pass household in Glasgow has been reverberating with the sounds of multiplayer bouts. Colin's sent us the five games his dad hates being beaten at.







BE UNAFRAID!

Most N64 villains have us shaking in our trainers, but Daniel Thompson from Brentwood reckons there are some which are just a little, well, pathetic. Here's his five least scary enemies in Mario games...



RE-VOLT
73% **3** Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 33 ● MG

Better-than-average racing game.

RIDGE RACER 64
91% **5** Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 40 ● MG



Stunning greatest hits package of the PlayStation games, topped with some exclusive N64 extras.

TOP TIP *Keep the rev counter between 6,000 and 7,000 for a speed start.*

ROAD RASH 64
68% **3** THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● JB

Solid, entertaining but unspectacular.

ROADSTERS
80% **4** Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● TW

Not perfect, but quick. Great.

ROBOTRON 64
75% **2** GT ● £50 ● 1/2 players ● controller pak ● Issue 12 ● JN

An entertaining update of the arcade game.

ROCKET: ROBOT ON WHEELS
88% **4** Ubi Soft ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● JB




The most original, inventive 3D platformer you'll play in a long time. Top grade.

TOP TIP *Collect Tinker Tokens and Tinker will give you new special abilities.*

ROGUE SQUADRON
85% **4** Lucas Arts ● £50 ● 1 player ● on cart ● rumble pak ● expansion pak ● Issue 25 ● TW




Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and great graphics.

TOP TIP *Type in IGIVEUP to obtain a handy amount of lives – an infinite supply!*

RUGRATS TREASURE HUNT
48% **1** THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 33 ● MG

Dire rip-off of *Mario Party*. Crud.

RUSH 2 EXTREME RACING USA
73% **4** GT ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 24 ● TW

You'll either love it or hate it.

SAN FRANCISCO RUSH
82% **3** GT ● £25 ● 1/2 players ● rumble pak ● controller pak ● Issue 11 ● TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tonnes of explosions.

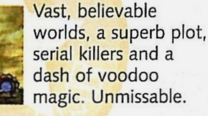
SCARS
79% **3** Ubi Soft ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● MK

Kind of like a futuristic version of *Mario Kart* but there are several better alternatives out there.

SHADOWGATE 64
43% **2** Kemco ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 31 ● JB

An old-school RPG that'll see you drifting into a deep slumber after about 20 minutes of play.

SHADOWMAN
93% **5** Acclaim ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 32 ● JB

Vast, believable worlds, a superb plot, serial killers and a dash of voodoo magic. Unmissable.

TOP TIP *Once you've collected 100 Cadeaux, deposit them in the Temple of Life (in the Wasteland) for extra health.*

SHADOWS OF THE EMPIRE
78% **3** Nintendo/LucasArts ● £40 ● 1 player ● on cart ● Issue 1 ● JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits.

SILICON VALLEY
91% **5** Take 2 ● £50 ● 1 player ● on cart ● Issue 22 ● MK




The most original console game ever. A breathtakingly clever and supremely playable platformer.

TOP TIP *On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!*

SNOWBOARD KIDS
86% **4** Nintendo/Atlus ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 14 ● JA




Mario Kart on ice. Technically a little ragged but still great fun. Check out the multiplayer!

TOP TIP *On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).*

SOUTH PARK
73% **3** Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 25 ● JA

Monotonous and basic first-person shooter.

SOUTH PARK: CHEF'S LUV SHACK
83% **4** Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● TW

Genuinely amusing *Mario Party* rip-off.

SOUTH PARK RALLY
88% **4** Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 38 ● MG




Missions, computer bots and every South Park character you can think of. Great stuff!

TOP TIP *Search Gayworld to dig out handy Mr Hanky Poo power-ups.*

STARSHOT SPACE CIRCUS FEVER
68% **2** Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 22 ● JP

A 3D platformer that's been pre-dated by *Banjo*.

STAR WARS EPISODE 1: RACER
88% **5** Nintendo ● £50 ● 1/2 players ● rumble pak ● on cart ● expansion pak ● Issue 30 ● MK



Blindingly fast future racer, with the kind of atmosphere you can only get in Star Wars games.

TOP TIP *Hold Z when selecting Start Game to see your racer trading insults.*

SUPERCROSS 2000
76% **3** EA ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 39 ● JB

More-than-passable bike sim.

SUPERMAN
14% **0** Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 31 ● TW

DO NOT, repeat, DO NOT buy this.

SUPER MARIO 64
96% **5** Nintendo ● £50 ● 1 player ● on cart ● Issue 1 ● ZN




Everything that's made previous *Mario* titles great, fleshed out into 3D. Second only to *Zelda*.

TOP TIP *Sideflip and press A and B at the same time to make Mario belly flop.*

SUPER SMASH BROS
90% **5** Nintendo ● £40 ● 1-4 players ● rumble pak ● Issue 36 ● MG



Beatifully playable, totally original Nintendo platform beat-'em-up. Smasher.

TOP TIP *To pull off the super-useful Triple Jump, press Up twice, then Up and B.*

TAZ EXPRESS
27% **1** Infogrames ● £40 ● 1 player ● on cart ● Issue 43 ● AM

Utterly hateful. Only slightly more involving than a Kevin Bacon convention, and just as ugly.

TETRISPHERE
69% **3** Nintendo ● £20 ● 1/2 players ● controller pak ● Issue 13 ● SJ

Confusing, complicated and frustrating.

THE NEW TETRIS

88% 5 Nintendo ● £40 ● 1-4 players ● rumble pak ● Issue 33 ● MK




At last! The definitive non-GB *Tetris* game. Superb music, ace four-player ents.



Go for the gold blocks by placing four of the same pieces together. You're awarded with ten lines for every line you get rid of.

TONIC TROUBLE

55% 2 Ubi Soft ● £40 ● 1 player ● controller pak ● rumble pak ● Issue 33 ● MG

Occasionally fun, but more often dull and remarkably uninspired 3D platformer.

TONY HAWK'S SKATEBOARDING

86% 4 Activision ● £40 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 41 ● MK




Very playable skateboard sim with the emphasis on tremendous stuntwork.



For a 10x trick multiplier, hold L at the pause menu and hit: Down, Right, Up, Right, Up, Left, Left-C.

TOP GEAR OVERDRIVE

79% 3 Nintendo ● £45 ● 1/4 players ● rumble pak ● expansion pak ● on cart ● Issue 24 ● TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

TOP GEAR RALLY

86% 4 Nintendo/Boss ● £40 ● 1/2 players ● controller pak ● Issue 8 ● JD




Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks.



Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. • Double Game Guided on N64/18.

TOP GEAR RALLY 2

90% 5 Kemco ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 38 ● JB




Brilliant rally game with arcade handling. There's even a random track generator.



Stick with your chosen team for as long as possible to get the best possible upgrades.

TOY STORY 2

71% 3 Activision ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 39 ● TW

Surprisingly good 3D platformer, with fun levels and sturdy puzzles.

TUROK DINOSAUR HUNTER

91% 4 Acclaim ● £30 ● 1 player ● controller pak ● Issue 1 ● TW




Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. Fantastic!



Type LKMBRD and use L and R to fly around the level. • Type NTHGTHDGDCRTDTRK for all cheats.

TUROK 2: SEEDS OF EVIL

95% 5 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 21 ● TW




A breathtaking follow-up to a superb original. Alongside *Zelda*, an essential purchase.

TOP TIP *Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.*

TUROK 3: SHADOW OF OBLIVION

82% 3 Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 46 ● MG

Brilliant in places but plain tedious in others. No match for the sublime *Perfect Dark*.

TUROK: RAGE WARS

87% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MG




The third *Turok* proves to be an immensely enjoyable deathmatch-based shooter.

TOP TIP *Search lava pits for goodies. Keep an eye on your health, though.*

TWISTED EDGE

60% 2 Nintendo ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 24 ● TW

An amateur snowboarding outing. Just competent.

VIGILANTE 8

74% 3 Activision ● £40 ● 1-4 players ● controller pak ● expansion pak ● Issue 28 ● JB

Average *Twisted Metal* clone.

VIGILANTE 8 SECOND OFFENCE

69% 3 Activision ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● JB

Polished-looking but ultimately tedious update of last year's original.

VIRTUAL POOL 64

77% 4 Interplay ● £40 ● 1/2 players ● controller pak ● Issue 26 ● MG

Surprisingly playable pool sim.

V-RALLY 99

90% 5 Infogrames ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● JA



Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast and furious, this is terrific.

TOP TIP *Score 100% in Arcade mode to get access to two sets of secret cars.*

WAIALAE COUNTRY CLUB GOLF

49% 1 Nintendo ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 21 ● TW

It's golf, but golf that looks like it's been through a meat processor.

WAR GODS

46% 0 GT ● £25 ● 1/2 players ● No backup ● Issue 7 ● JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.

FAVE FATTIES!

Alex Carey from Hayling Island has picked the five game characters with the biggest bellies.

1.  SNORLAX (POKÉMON)
2.  CARTMAN (SOUTH PARK)
3.  CHUNKY KONG (DK64)
4.  PURLIN (TUROK 3)
5. WIZPIG (DIDDY KONG RACING)

GO! GO!

Club 64 DIRECTORY readers' top five

cut out and send

WIN!

An N64 game of your choice!

The reader with the best and most original chart wins an N64 game of their choice.

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REMEMBER! Your top five can be anything: your top five favourite games, your top five favourite death scenes, your top five favourite winter games, your top five favourite racing games, *anything* at all. Be creative!

My Top Five...
....are:

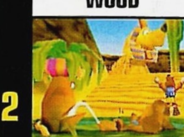
1. ....
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Name..
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Game wanted..

BAN-TASTIC!

David Drabble from Matlock can't wait for Banjo-Tooie. To while away the months, he's been playing Banjo-Kazooie again, and he's sent us his five fave levels.

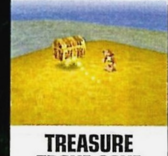
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CLICK CLOCK WOOD

2 
GOBI'S VALLEY

3 
FREEZEEZY PEAK

4 

BUBBLEGLOOP SWAMP

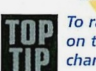
5 
TREASURE TROVE COVE

WAVE RACE 64

90% 5 — Nintendo ● £30 ● 1/2 players ● on cart ● Issue 2 ● ZN



Thoroughly realistic water effects and a scintillating two-player make this just as fun as *MK64*.



TOP TIP *To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with issue 14.*

WAYNE GRETZKY'S 3D HOCKEY

75% 3 — GT ● £25 ● 1-4 players ● controller pak ● Issue 6 ● TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.

WAYNE GRETZKY'S 3D HOCKEY '98

70% 3 — GT ● £25 ● 1-4 players ● controller pak ● Issue 16 ● MK

When all's done and dusted, is it really different enough to warrant buying? No.

WCW MAYHEM

78% 3 — EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● MG

EA's first WCW game is lightning quick, but disappointingly lacking in moves.

WCW/NWO REVENGE

75% 3 — THQ ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.

WCW vs NWO WORLD TOUR

70% 2 — THQ ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.

WETRIX

74% 3 — Ocean ● £30 ● 1/2 players ● controller pak ● Issue 15 ● JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.

WIPEOUT 64

88% 5 — Midway ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 23 ● TW





The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific.



TOP TIP *Using the airbrakes on gentle corners can flip your craft out of control, so save them for the tightest of turns.*

WORLD CUP '98

73% 2 — EA ● £40 ● 1/4 players ● controller pak ● Issue 16 ● JA

Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

WORLD DRIVER

91% 5 — Midway/Boss ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 32 ● JB



It might take you a while to get into but this is superb, with stunning visuals and well designed tracks.

TOP TIP *Change car colour: press Z at the car select screen. See* **N64** */34 for more.*

WORMS ARMAGEDDON

85% 4 — Infogrames ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● MK



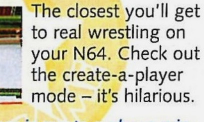
A brilliant conversion of the PC original, with fab multiplayer and random landscapes.

TOP TIP *Complete training and one-player missions for new multiplayer options.*

WWF ATTITUDE

88% 4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 32 ● MG





The closest you'll get to real wrestling on your N64. Check out the create-a-player mode – it's hilarious.



TOP TIP *For extra costumes in create-a-player, win a WWF title as Mankind in challenge or career mode under normal or hard difficulty.*

WWF WARZONE

85% 4 — Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK





A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a fab create-a-player mode.

TOP TIP *On the character biography screens, push down on the analogue to select the wrestlers' alternative uniforms.*

WWF WRESTLEMANIA 2000

90% 5 — THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● OH





The best wrestling game yet. Playable, comprehensive and a mighty good larf too!

TOP TIP *When you pick up a weapon, slide back into the ring to keep it.*

XENA WARRIOR PRINCESS

81% 4 — Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MG

Fast-paced, four-player beat-'em-up.

YOSHI'S STORY

86% 5 — Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 15 ● TW





Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful too.



TOP TIP *White Yoshi (3-2): When you find poochie yapping at a red pipe out of reach, go down the next one and look for the '?'.*

Import releases
(not yet released in UK)

Game	Details	Score	Stars
64 O-SUMO	Bottom Up ● 1/2 players ● Issue 11 ● ME	90%	4
AIR BOARDER 64	Human ● 1/2 players ● Issue 16 ● TW	62%	2
ALL STAR BASEBALL 2001	Acclaim ● 1-4 players ● Issue 44 ● AM	81%	4
ARMY MEN: AIR COMBAT	3DO ● 1-4 players ● Issue 46 ● AM	83%	3
AUGUSTA MASTERS '98	T&E Soft ● 1-4 players ● Issue 14 ● JP	40%	1
BANGAIO	Treasure ● 1 player ● Issue 36 ● MK	84%	4
BOMBERMAN SECOND ATTACK	Hudson ● 1-4 players ● Issue 45 ● AM	52%	3
BOMBERMAN D-DAMAN	Hudson ● 1 player ● Issue 20 ● JP	23%	0
BOTTOM OF THE NINTH	Konami ● 1/2 players ● Issue 30 ● TW	44%	2
CHORO Q 64	Takara ● 1-4 players ● Issue 20 ● MK	56%	1
CUSTOM ROBO	Marigul ● 1/2 players ● Issue 41 ● JB	83%	4
DENRYU IRA IRA BOU	Hudson ● 1/2 players ● Issue 12 ● JN	65%	2
DEZAEMON 3D	Athena ● 1-4 players ● Issue 19 ● MK	82%	4
DORAEMON	Epoch ● 1 player ● Issue 2 ● TW	60%	1
DORAEMON 2	Epoch ● 1 player ● Issue 26 ● JB	52%	2
DORAEMON 3	Epoch ● 1-4 players ● Issue 46 ● AM	54%	2
FIGHTER DESTINY 2	Southpeak ● 1/2 players ● Issue 45 ● AM	85%	4
FAMISTA 64	Namco ● 1-4 players ● Issue 11 ● TW	68%	1
FOX COLLEGE HOOPS	Fox Interactive ● 1/2 players ● Issue 26 ● TW	25%	0
GET A LOVE PANDA LOVE UNIT	Hudson ● 1 player ● Issue 26 ● TW	??%	2
GLORY OF ST ANDREWS	Seta ● 1-4 players ● Issue 1 ● TW	58%	0
GOLDEN NUGGET	EA ● 1-4 players ● Issue 26 ● TW	52%	2
HARVEST MOON 64	Natsume ● 1 player ● Issue 39 ● MK	90%	5
JANGOU SIM MAH JONG 64	Video System ● 1 player ● Issue 7 ● JD	69%	1
J-LEAGUE DYNAMITE SOCCER	Imagineer ● 1-4 players ● Issue 8 ● TW	66%	1
J-LEAGUE ELEVEN BEAT	Hudson ● 1/2 players ● Issue 10 ● TW	52%	0
J-LEAGUE PERFECT STRIKER	Konami ● 1-4 players ● Issue 1 ● TW	89%	3
J-LEAGUE PERFECT STRIKER 2	Konami ● 1-4 players ● Issue 32 ● TW	90%	5
JEOPARDY!	Take 2 ● 1-3 players ● Issue 16 ● MK	9%	0
JIKKYOU WORLD CUP '98	Konami ● 1-4 players ● Issue 18 ● TW	91%	4
KING OF PRO BASEBALL	Imagineer ● 1-4 players ● Issue 1 ● TW	68%	1

Game	Publisher	Players	Issue	Reviewer	Score	Stars
KIRATTO KAIKETSU	Imagineer	1-4 players	Issue 25	TW	60%	2
LAST LEGION UX	Hudson	1/2 players	Issue 32	MK	60%	3
LEGEND OF THE RIVER KING	Natsume	1 player	Issue 26	JB	56%	3
LET'S SMASH	Hudson	1-4 players	Issue 23	TW	67%	3
MAH JONG 64	Koei	1-4 players	Issue 3	JD	65%	1
MAH JONG MASTER	Konami	1-4 players	Issue 1	WO	69%	2
MAJOR LEAGUE BASEBALL	Nintendo	1-4 players	Issue 18	MK	74%	4
MAJORA'S MASK	Nintendo	1 player	Issue 43	MG	95%	5
NAMCO MUSEUM	Namco	1/2 players	Issue 44	MG	70%	3
NBA COURTSIDE 2	Nintendo	1-4 players	Issue 44	MK	87%	4
NEON GENESIS EVANGELION	Bandai	1 player	Issue 35	JB	61%	3
NIGHTMARE CREATURES	Activision	1 player	Issue 25	MK	57%	1
OGRE BATTLE 3	Quest	1 player	Issue 34	MG	61%	3
PACHINKO WORLD 64	Hewia	1 player	Issue 13	TW	12%	1
PIKACHU GENKI DECHU	Nintendo	1 player	Issue 25	ME	75%	3
POKÉMON STADIUM 2	Nintendo	1 player	Issue 25	ME	75%	3
POWER LEAGUE 64	Hudson	1/2 players	Issue 7	JA	42%	0
POWER PRO BASEBALL 4	Konami	1/2 players	Issue 3	TW	54%	2
POWER PRO BASEBALL 5	Konami	1/2 players	Issue 17	MK	78%	3
PUYO PUYO SUN 64	Compile	1/2 players	Issue 10	ZN	80%	3
RALLY CHALLENGE 2000	Southpeak	1/2 players	Issue 45	MG	61%	3
SIM CITY 2000	Imagineer	1 player	Issue 13	JP	83%	3
SNOWBOARD KIDS 2	Atlus	1-4 players	Issue 28	JA	80%	4
SNOW SPEEDER	Imagineer	1/2 players	Issue 26	JA	71%	3
SPACE INVADERS	Activision	1 player	Issue 44	MG	73%	3
STARCRAFT 64	Nintendo	1/2 players	Issue 45	MG	78%	3
STAR SOLDIER	Hudson	1 player	Issue 19	MK	62%	1
SUPER BOWLING	Athena	1-4 players	Issue 30	MG	72%	4
SUPER ROBOT SPIRITS	Banpresto	1/2 players	Issue 20	MK	58%	2
SUSUME! TAISEN PUZZLE DAMA	Konami	1-4 players	Issue 15	TW	78%	4
TAMAGOTCHI WORLD 64	Bandai	1-4 players	Issue 12	JN	79%	4
TETRIS 64	Seta	1-4 players	Issue 26	JA	42%	1
TOKON ROAD	Hudson	1-4 players	Issue 12	DM	49%	1
TOP GEAR HYPERBIKE	Kemco	1/2 players	Issue 44	MK	64%	3
TRIPLE PLAY 2000	EA	1-4 players	Issue 29	MG	50%	2
TRUMP WORLD	Bottom Up	1-4 players	Issue 21	MG	21%	1
VIRTUAL CHESS	Titus	1/2 players	Issue 18	TW	76%	3
WCW NITRO	THQ	1-4 players	Issue 27	JP	42%	1
WHEEL OF FORTUNE	Gametek	1-3 players	Issue 11	TW	17%	0
WONDER PROJECT J2	Enix	1 player	Issue 1	WO	55%	2



N64 BACK ISSUES

ISSUES 1-40 SOLD OUT!

ISSUE 41
The Pokémon Stadium Edition

Everything you want to know about Ninty's first N64 Pokégame stuffed into a bulging 12-page feature. Plus reviews of stealth-fest *Operation WinBack*, the finger-blistering *Track & Field* and *Daikatana*. Not to mention the first screenshots of *The World is Not Enough*.

● Free Ultimate Pokémon Finder and N64 Games Challenge Book.



ISSUE 42
The Perfect Dark Edition

After months of waiting, it's finally here – and our massive 16-page review reveals everything you need to know. Plus there's an in-depth look at *Turok 3: Shadow of Oblivion* and the latest *The World is Not Enough* shots. Guides this issue for rad 'boarder *Tony Hawk's* and stealth-'em-up *WinBack*!

● *Pokémon Stadium* expert battle game guide! Unmissable!



ISSUE 43
The Majora's Mask Edition

The sequel to the Best Game Ever™ arrives in Japan and we discover whether it lives up to the reputation of its predecessor. Plus all the latest news from the E3 games show in LA, a pile of tips for *Pokémon Stadium* and first shots of Rare's epic, *Dinosaur Planet*!

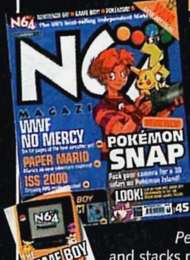
● Dress your N64 in style with our exclusive *Perfect Dark* console sticker!



ISSUE 44
The World is Not Enough Edition

We open up our top-secret dossier on the N64's latest Bond blaster – including the first multiplayer shots. Plus there's pics of *Mario Tennis*, secret *DK 64* stuff, and the latest *Banjo-Tooie* shots!

● Consider yourself a Perfect Agent? Prove your skills with our action-packed *Perfect Dark* Challenge Book!



ISSUE 45
The Pokémon Snap Edition

Six monster-packed pages on the N64's latest Pokéfest, *WWF No Mercy* gets the Special Investigation treatment, *Paper Mario* is Future Looked, we review *Perfect Dark* on Game Boy and stacks more besides!

● Get our Game Boy Companion! With Top Ten, reviews directory, a hardware guide and more!



ISSUE 46
The Turok 3 Edition

Our verdict on the Fireseed twins' final N64 outing, plus reviews of *ISS 2000* and *Blues Brothers 2000*. We have a close look at *Mario Tennis*, *Perfect Dark*'s combat challenges are tamed and there's the first half of our ace *Pokémon Snap* maps!

● Perfection is now at hand with our complete guide to the solo missions in *PD*. And it's free!

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PERFECT DARK N64 STICKER KIT

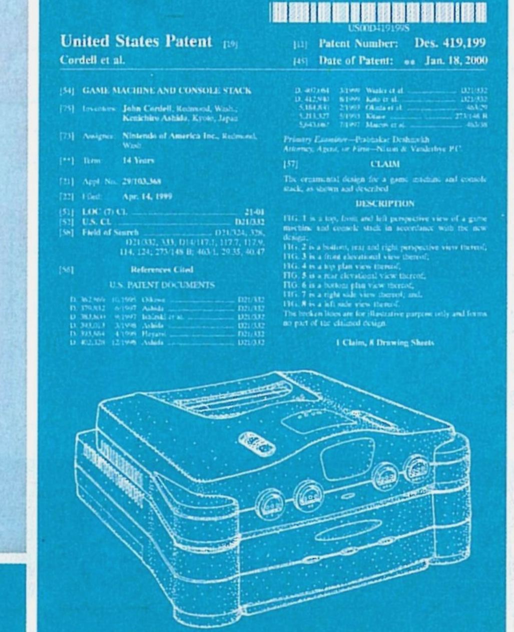
THE INNOVATION CATALOGUE

By Martin Kitts

Exploring Nintendo's gaming legacy.

Nintendo's R&D people didn't gain their current status as the world's most innovative hardware and software developers by accident. In the 30 years since Gunpei Yokoi's original Ultra Hand grabber helped turn the company from a small-scale manufacturer of playing cards into a major force in the toys and games market, Nintendo's Kyoto HQ has been buzzing with creative energy.

Because any one of their new ideas could turn out to be the next Game Boy (Yokoi and Nintendo's most successful invention to date), the company is fiercely protective of its intellectual property. Just about every component of everything Nintendo have ever dreamed up is guarded by page after page of patent documents – legal forms which guarantee exclusive use of a concept or technology. For every big hit like the SNES or N64, there are hundreds of oddities that didn't make the grade or are just footnotes in Nintendo's diverse history, all of them documented by the hyperactive geniuses behind the greatest games ever…


United States Patent [19]
Cordell et al.
US00D419199S
[11] Patent Number: Des. 419,199
[45] Date of Patent: ** Jan. 18, 2000

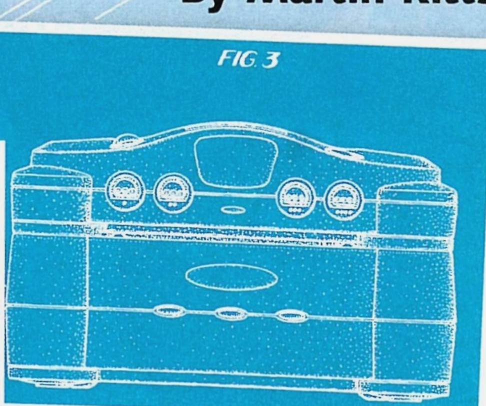
[54] GAME MACHINE AND CONSOLE STACK
[75] Inventors: John Cordell, Redmond, Wash.; Kenichiro Ashida, Kyoto, Japan
[73] Assignee: Nintendo of America Inc., Redmond, Wash.
[**] Term: 14 Years
[21] Appl. No.: 29/103,368
[22] Filed: Apr. 14, 1999
[51] LOC (7) Cl. 21-01
[52] U.S. Cl. D21/332
[58] Field of Search D21/324, 328, D21/332, 333, D14/117.1, 117.7, 117.9, 114, 124; 273/148 B; 463/1, 29.35, 40.47
[56] References Cited
U.S. PATENT DOCUMENTS

Primary Examiner—Prabhakar Deshmukh
Attorney, Agent, or Firm—Nixon & Vanderhye P.C.

[57] CLAIM
The ornamental design for a game machine and console stack, as shown and described.

DESCRIPTION
FIG. 1 is a top, front and left perspective view of a game machine and console stack in accordance with the new design.
FIG. 2 is a bottom, rear and right perspective view thereof;
FIG. 3 is a front elevational view thereof;
FIG. 4 is a top plan view thereof;
FIG. 5 is a rear elevational view thereof;
FIG. 6 is a bottom plan view thereof;
FIG. 7 is a right side view thereof; and,
FIG. 8 is a left side view thereof.
The broken lines are for illustrative purpose only and forms no part of the claimed design.

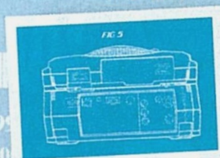
1 Claim, 8 Drawing Sheets

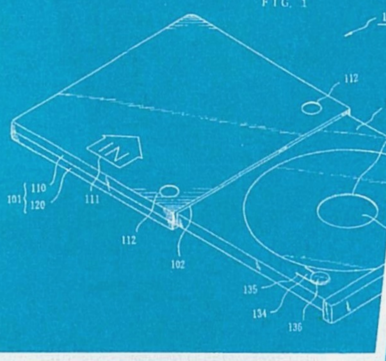


CONSOLE STACK

Inventors: John Cordell; Kenichiro Ashida
Date: 1999

This proposed N64 add-on looks rather like the 64DD drive, but has no disc slot on the front. On the back there are loads of AV-style connectors, which suggest to us that the thing might be some kind of surround sound processor or home cinema hook-up. It's extremely unlikely to be manufactured.

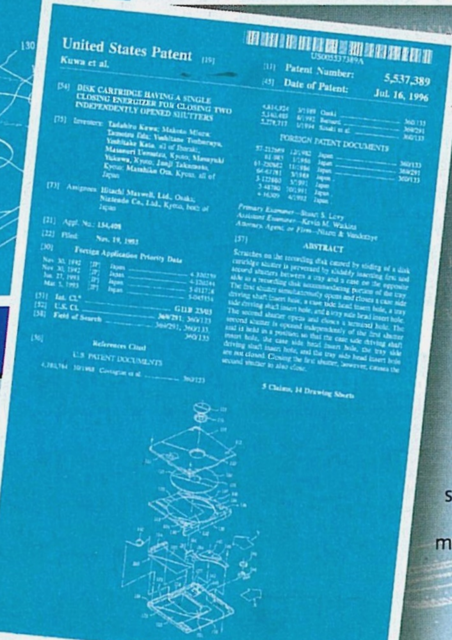




CD CADDY

Inventors: Tadahiro Kuwa et al
Date: 1993

Dating back to around the time of Nintendo's brief alliance with Sony, this is how you might have loaded CDs into the 'SNES PlayStation' add-on, to avoid scratching the delicate surface of the discs. Sony didn't adopt the idea when they went solo, and it doesn't feature in Gamecube either.


United States Patent [19]
Kuwa et al.
[11] Patent Number: 5,537,389
[45] Date of Patent: Jul. 16, 1996

[54] DISK CARTRIDGE HAVING A SINGLE CLOSING ENERGIZER FOR CLOSING TWO INDEPENDENTLY OPENED SHUTTERS
[75] Inventors: Tadahiro Kuwa; Makoto Miura; Yoshitake Kato, all of Ibaraki; Masanori Uematsu, Kyoto; Masayuki Yukawa, Kyoto; Junji Takamoto, Kyoto; Masahiko Ota, Kyoto, all of Japan
[73] Assignees: Hitachi Maxell, Ltd., Osaka; Nintendo Co., Ltd., Kyoto, both of Japan
[21] Appl. No.: 154,408
[22] Filed: Nov. 19, 1993
[30] Foreign Application Priority Data
[51] Int. Cl.
[52] U.S. Cl. G11B 23/03
[58] Field of Search
[56] References Cited
U.S. PATENT DOCUMENTS
FOREIGN PATENT DOCUMENTS

Primary Examiner—Stuart S. Levy
Assistant Examiner—Kevin M. Watkins
Attorney, Agent, or Firm—Nixon & Vanderhye

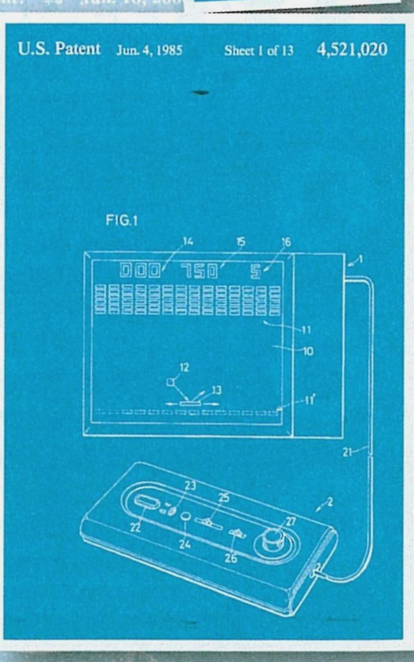
[57] ABSTRACT

5 Claims, 14 Drawing Sheets

COLOUR TV GAME

Inventors: Masayuki Uemura; Akitsugu Murauchi; Takehiro Izushi
Date: 1978

Nintendo's first foray into the embryonic home console market, capable of playing a variety of *Pong*-style games. Nintendo released six and 15-game versions of the machine, plus later evolutions that played a simple racing game. They sold a combined total of more than 2.5 million units.


U.S. Patent Jun. 4, 1985 Sheet 1 of 13 4,521,020

CARD MAGIC BOX

Inventor: Nobuo Nagai
Date: 1975

An echo of how Nintendo began, in 1889, selling handmade hanafuda cards. This tiny box can tell which card your victim has picked from the deck inside. Guaranteed to impress, unless somebody notices that the deck of cards is totally phoney. So that's how David Blaine does it.

United States Patent [19] — Nagai
[11] 4,013,286
[45] Mar. 22, 1977

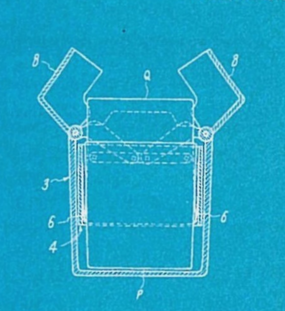
[54] CARD MAGIC BOX
[75] Inventor: Nobuo Nagai, Yamatokooriyama, Japan
[73] Assignee: Nintendo Co., Ltd., Japan
[22] Filed: Feb. 19, 1976
[21] Appl. No.: 659,554
[30] Foreign Application Priority Data
Sept. 17, 1975 Japan 50-126617
[52] U.S. Cl. .... 272/8 R
[51] Int. Cl.² A63J 21/00
[58] Field of Search .... 272/8 R, 8 N, 8 D, 27 B; 273/148 R, 148 A, 149 R, 149 P
[56] References Cited
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1,668,263 5/1928 Blodgett .... 272/8 N
2,129,981 9/1938 Alva .... 272/8 R
2,608,291 8/1952 Alford .... 272/148 A X
FOREIGN PATENTS OR APPLICATIONS
627,366 7/1937 Germany .... 273/149 R



Primary Examiner—Anton O. Oechsle
Assistant Examiner—Arnold W. Kramer
Attorney, Agent, or Firm—Wenderoth, Lind & Ponack

[57] ABSTRACT
A card magic box for a card trick, which automatically tells the card picked and returned by the audience from the rest of a deck. The magic box comprises a deck of uniformly-dimensioned playing cards, the configuration of which is such that either the top or the bottom edge of each card in the deck being slightly shorter than the other edge, an outer housing which is open at the top for loading and unloading said deck of cards, and an inner case as disposed in said outer housing, said inner case being open at the top and bottom and having side walls defining an internal space which is generally conforming to the shape of the deck and in which said deck is freely movable in a vertical direction, said inner case further having, in said internal space and adjacent its side walls that would face the corresponding longitudinal edges of said deck of playing cards upon loading of the deck into the inner case, a pair of resilient members as juxtaposed at a spaced interval shorter than the longer of said top and bottom edges of said deck.

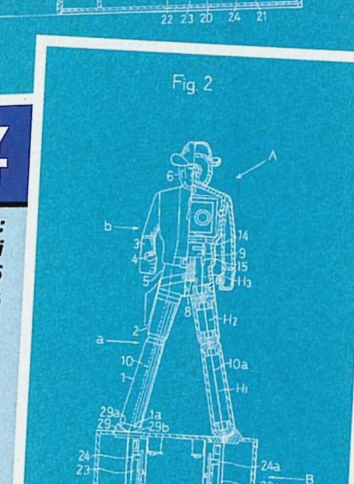
3 Claims, 9 Drawing Figures



COWBOY TARGET

Inventor: Takehiro Izushi
Date: 1976

Back in the 1970s, this Beam Gun toy was every boy's dream birthday present. You shoot at the target using a light gun, and a direct hit makes the cowboy drop to the floor in a dramatic death scene. How cool is that? Maybe this is a hint of what Rare are planning for *Perfect Dark 2* (then again, maybe not).



NES KEYBOARD

Inventor: Lance Barr
Date: 1989

In Japan, the Famicom could be hooked up to peripherals such as a disc drive and a modem to enable online stock trading and other such non-game applications. If the idea had caught on elsewhere, the add-on keyboard housing would have looked like this.

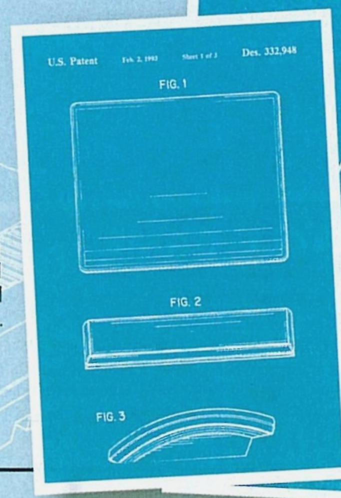
United States Patent [19] — Barr
US00D332948S
[11] Patent Number: Des. 332,948
[45] Date of Patent: •• Feb. 2, 1993

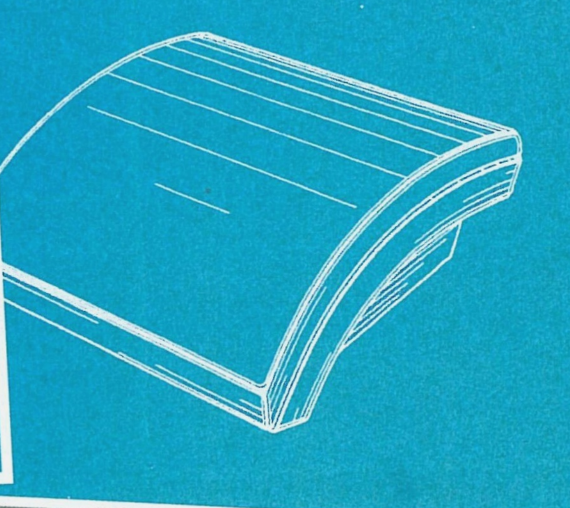
[54] HOUSING FOR A KEYBOARD
[75] Inventor: Lance Barr, Redmond, Wash.
[73] Assignee: Nintendo of America Inc., Redmond, Wash.
[**] Term: 14 Years
[21] Appl. No.: 501,831
[22] Filed: Dec. 27, 1989
[52] U.S. Cl. D14/115; D14/100
[58] Field of Search .... D14/100, 101, 105, 106, D14/115; D18/1, 7, 11, 12; 340/700, 706, 711, 712; 341/22, 23; 235/145 A, 145 R; 400/493.1, 494, 472, 473, 485, 488, 489, 486, 693; 364/706-709.09, 900; D21/48; 273/148 B
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D. 310,209 8/1990 Kasprzycki D14/100
D. 317,595 6/1991 Yoshitake D14/100
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8400518 2/1984 Sweden 400/489

Primary Examiner—Wallace R. Burke
Assistant Examiner—Freda S. Nunn
Attorney, Agent, or Firm—Nixon & Vanderhye

[57] CLAIM
The ornamental design for a housing for a keyboard, as shown and described.

DESCRIPTION
FIG. 1 is a top plan view of a housing for a keyboard showing my new design;
FIG. 2 is a front elevational view thereof;
FIG. 3 is a right side elevational view therof, the left side elevational view being identical;
FIG. 4 is a rear elevational view thereof;
FIG. 5 is a bottom plan view thereof; and,
FIG. 6 is a top, front and right side perspective view thereof.

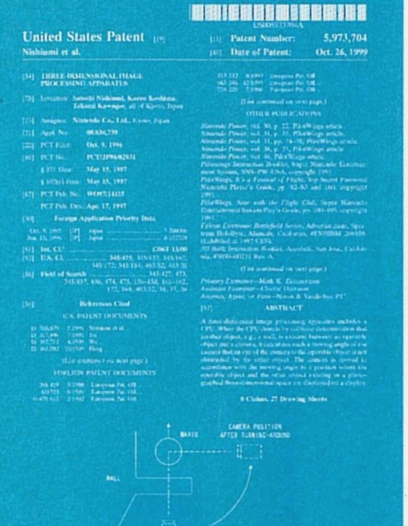




LAKITU CAM

Inventors: Satoshi Nishiumi; Kazuo Koshima; Takumi Kawagoe
Date: 1996

Despite being four years old, *Mario 64* still has the best camera system of any 3D platform game. That might have something to do with the fact that Nintendo patented portions of the camera motion logic as soon as the game was released. It hasn't stopped some developers from 'paying tribute' to it though.



United States Patent [19] — Nishiumi et al.
[11] Patent Number: 5,973,704
[45] Date of Patent: Oct. 26, 1999



United States Patent [19]
Nagano et al.

[11] **Patent Number:** 4,941,652
[45] **Date of Patent:** Jul. 17, 1990

[54] BICYCLE TYPE TRAINING MACHINE
[75] Inventors: Masakazu Nagano; Katsuya Nakagawa; Yoshiaki Nakanishi, all of Kyoto, Japan
[73] Assignee: Nintendo Co., Ltd., Kyoto, Japan
[21] Appl. No.: 152,976
[22] Filed: Feb. 8, 1988
[30] Foreign Application Priority Data
Feb. 9, 1987 [JP] Japan 62-028980
[51] Int. Cl.[5] A63B 69/16; A63B 21/00; A63B 23/04
[52] U.S. Cl. 272/73; 272/129; 272/DIG. 6
[58] Field of Search .... 272/73, 129, DIG. 6; 318/370
[56] References Cited

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0193286	9/1986	Japan	272/73
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1436495	5/1976	United Kingdom	
2016934A	9/1979	United Kingdom	

Primary Examiner—Richard J. Apley
Assistant Examiner—Joe H. Cheng
Attorney, Agent, or Firm—Nixon & Vanderhye

[57] ABSTRACT

A bicycle type training machine includes a crank arm secured to a rotation shaft, pedals being attached to the both free ends of the crank arm. A rotation shaft of a generator is coupled to the rotation shaft of the crank arm. Data of load amount to be loaded to the rotation shaft of the crank arm is outputted by a microcomputer. The load value data is then compared with a count value of a counter to which a pulse train is applied from a reference oscillator, and a pulse signal having the high level and the low level in accordance with a result of the comparison is outputted from a comparator. A duty ratio of the outputted pulse signal is decided by the periods of the high level and the low level and changed in accordance with the load value data. A switching transistor electrically connected in parallel to an armature of the generator is turned-on or -off in response to the high level or the low level of the pulse signal. Braking force of the generator is changed in accordance with the duty ratio of the switching transistor. Therefore, the load that is decided by the load value data from the microcomputer is loaded to the rotation shaft of the crank arm and thus the legs of the user.

17 Claims, 6 Drawing Sheets

BIKE CONTROLLER

Inventors: Masakazu Nagano; Katsuya Nakagawa; Yoshiaki Nakanishi
Date: 1987

A Nintendo exercise machine! It looks pretty tiring to us, but with a little touch of Shigsy magic, it might even encourage us to be slightly less unhealthy. A Mario cycling game would be good – the portly plumber could lose lard as you pedal faster.

D-PAD MECHANISM

Inventor: Ichiro Shirai
Date: 1985

The D-pad certainly isn't dead. Game Boy Advance includes one of these little beauties, and there's one tacked onto the Gamecube controller too. This patent document is the reason third-party pads and controllers from other companies have to make do with inferior cross-pad systems.

United States Patent [19]
Shirai

[11] **Patent Number:** 4,687,200
[45] **Date of Patent:** Aug. 18, 1987

[54] MULTI-DIRECTIONAL SWITCH
[75] Inventor: Ichiro Shirai, Kyoto, Japan
[73] Assignee: Nintendo Co., Ltd., Kyoto, Japan
[21] Appl. No.: 764,514
[22] Filed: Aug. 9, 1985

Related U.S. Application Data
[63] Continuation of Ser. No. 521,116, Aug. 5, 1983, abandoned.
[51] Int. Cl.[4] H01H 25/00
[52] U.S. Cl. .... 273/148 B; 273/1 E; 200/5 A; 200/339
[58] Field of Search .... 200/5 A, 6 A, 159 A, 200/159 B, 339, 340, 241; 273/85 G, 148 B
[56] References Cited

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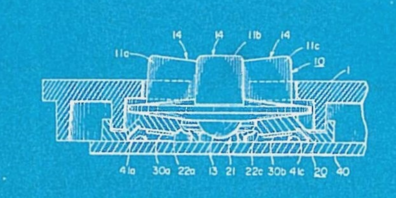
Digital Joystick Switch, vol. 21, No. 12, May 1979, IBM Technical Disclosure Bulletin.

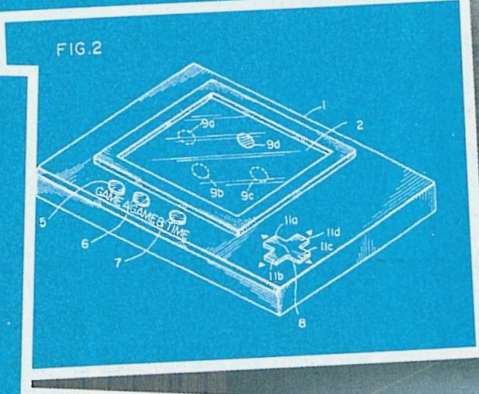
Primary Examiner—Richard C. Pinkham
Assistant Examiner—MaryAnn Stoll Lastova
Attorney, Agent, or Firm—Christensen, O'Connor, Johnson & Kindness

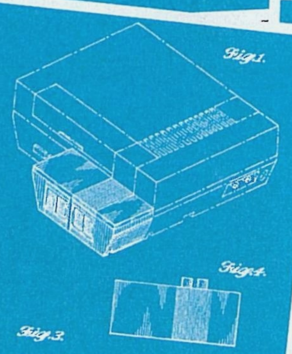
[57] ABSTRACT

A four-directional switch which can be turned on and off in four directions, which comprises a base plate having a plurality of electrodes formed thereon, a key top having an indication showing predetermined four pressing directions in an identifiable manner, a support member constituting a fulcrum between the base plate and the key top, a plurality of conductive rubbers disposed opposing to the plurality of electrodes so as to be in electrical contact with corresponding ones of the electrodes, and a sustaining member having the plurality of conductive rubbers fixed thereto and having elastic force for sustaining the conductive rubbers so as not to be in contact with the electrodes when the key top is not pressed.

11 Claims, 7 Drawing Figures







United States Patent [19]
Stamper et al.

[54] ADAPTER HOUSING FOR A VIDEO GAME CONTROL DECK
[75] Inventors: Christopher Stamper, Twycross; Timothy Stamper, De La Zouch, both of United Kingdom
[73] Assignee: Nintendo of America Inc., Redmond, Wash.
[**] Term: 14 Years
[21] Appl. No.: 314,665
[22] Filed: Feb. 22, 1989
[52] U.S. Cl. D21/48
[58] Field of Search .... D21/48, 1, 13, 142, D21/141; 273/148 B, DIG. 28, 1 E, 85 G, 1 GC; D14/114, 107
[56] References Cited

U.S. PATENT DOCUMENTS

D. 265,906	8/1982	Steinbugler	D14/107
D. 298,137	10/1988	Bates	D14/114
D. 309,731	8/1990	Takai	D14/107
4,578,674	3/1986	Baker et al.	273/148 B X
4,925,189	5/1990	Braeunig	273/148 B

Primary Examiner—Bernard Ansher
Assistant Examiner—Prabhakar Deshmukh
Attorney, Agent, or Firm—Ward Brown; Robert W. Beach

[57] CLAIM

The ornamental design for an adapter housing for a video game control deck, as shown and described.

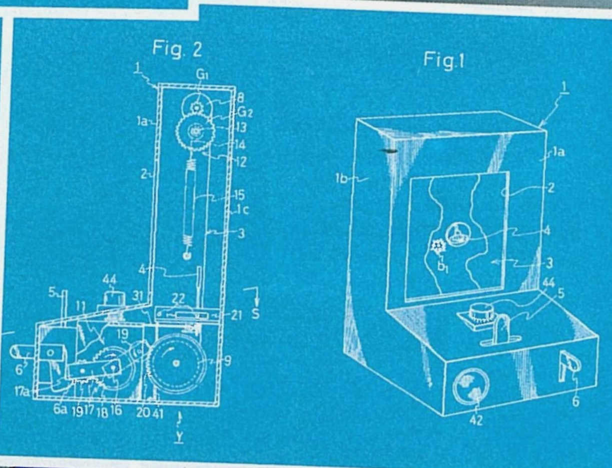
DESCRIPTION

FIG. 1 is a top and front perspective view of an adapter housing for a video game control deck showing our new design;
FIG. 2 is a front elevation view thereof;
FIG. 3 is left side elevation thereof;
FIG. 4 is a top plan view thereof;
FIG. 5 is a top and rear perspective view thereof;
FIG. 6 is a rear elevation thereof; and
FIG. 7 is a bottom plan view thereof.
The broken line showing of a video game control deck in FIG. 1 is for illustrative purposes only and forms no part of the claimed design.

CONTROLLER ADAPTOR

Inventors: Christopher Stamper; Timothy Stamper
Date: 1989

This multitap-style gadget was invented by the Stamper brothers (of Rare fame) in order to connect four controllers to a standard NES for multiplayer games of *RC Pro Am*.



OBSTACLE GAME

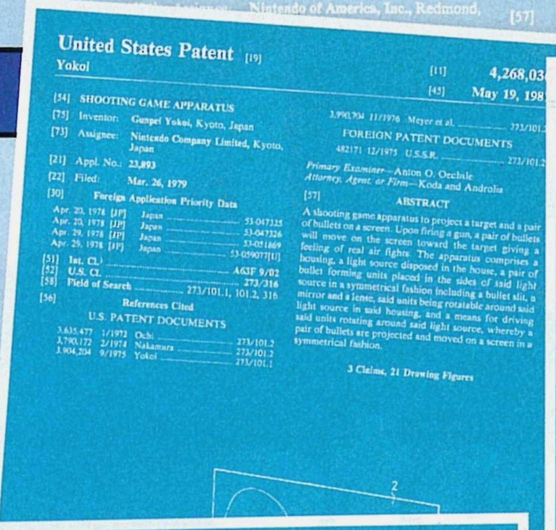
Inventor: Gunpei Yokoi
Date: 1978

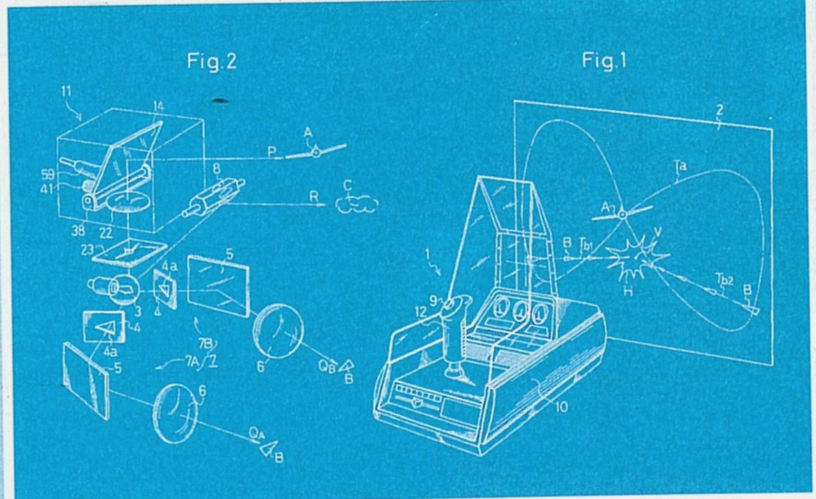
Forget *F-Zero* and the like. This driving game has the road printed on a long reel of paper. Obstacles such as cars and trees are coated with a conductive film so that when the sensor underneath your plastic vehicle forms a connection, a buzzer sounds. Nice idea.

GUN CONSOLE

Inventor: Gunpei Yokoi
Date: 1978

Once upon a time this mechanical shooting game was a state-of-the-art piece of kit. It projects a picture of a plane, which flies in a figure-of-eight pattern. You have to hit it with a pair of bullets which fly towards the centre of the display, "giving a feeling of real air fights".





DANCING ROBOT

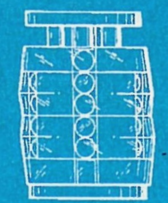
Inventor: Gunpei Yokoi
Date: 1985

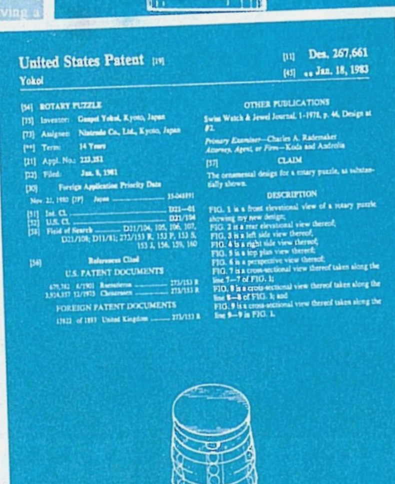
Gunpei's robot analyses rhythm signals from a music source and bops along in time to the beat, like a sophisticated version of one of those dancing flower toys. It was abandoned in favour of the more game-oriented but hopelessly unsuccessful ROB robot, a piece of junk that came bundled with early NES consoles.

ROBO-VAC

Inventor: Gunpei Yokoi
Date: 1978

Electrolux unveiled the 'first' robot vacuum cleaner in 1997 and Dyson have announced plans for a similar machine, but this Nintendo patent dates back to 1978. It's actually radio controlled, as the limited technology available then wouldn't stretch as far as proximity sensors and autonomous computer brains.





ROTARY PUZZLE

Inventor: Gunpei Yokoi
Date: 1980

Rubik's Cube was the quintessential puzzle toy, inspiring dozens of solution books, a hit single and loads of televised time trial challenges on Saturday morning TV. 'Gunpei's Tube' didn't have the same kind of appeal as the market was already flooded with cheap Rubik imitations.



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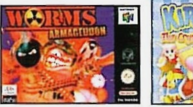
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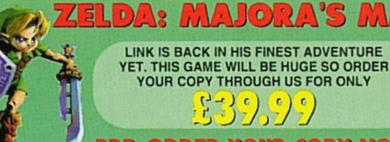
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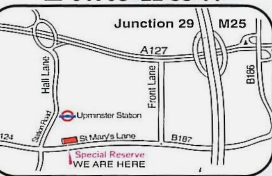
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